



JOSÉ BUENO



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EDUCATION

Specialist in 3D Animation: 3D Animation in Transmedia Environments

Autonomous University of The West (UAO), Cali - VC, Colombia, Expected in October 2023

M.D.: Multimedia Engineering
Autonomous University of The West (UAO), Cali - VC, Colombia, June 2023

LANGUAGES

Spanish: Native language

English: C1
Advanced

Japanese: A2
Elementary

PROFESSIONAL SUMMARY

Robust experience in creating games while working both in a team and individually. Achieves intended concepts according to project requirements by utilizing diverse technology resources. Poised and committed in listening carefully to critiques and requests, incorporating feedback and boosting project outcomes to surpass expectations. Organized and dependable candidate successful at managing multiple priorities with a positive attitude. Willingness to take on added responsibilities to meet team goals. To seek and maintain full-time position that offers professional challenges utilizing interpersonal skills, excellent time management and problem-solving skills.

SKILLS

- Game Programming
- Game Design
- 3D Modeling and Animation
- Virtual Reality
- Augmented Reality
- React JS
- C Language
- Unity 3D
- Unreal Engine 5
- HTML
- CSS
- Adobe Systems Adobe Creative Cloud

PROFESSIONAL EXPERIENCE

January 2018 - August 2023

Autonomous University of the West (UAO) - Videogame Classes - Game Developer, Cali

- Developed 2D and 3D video games for PC and mobile platforms using Unity 3D.
- Prioritized tasks and carefully managed time to consistently meet delivery dates.
- Developed and implemented game levels with in-game mechanics on VR with Oculus Rift.
- Utilized C# to program logic, rules and AI.
- Designed and implemented gameplay mechanics and interactive elements.
- Created core game storylines, role-play mechanics and character biographies for new video games franchise.
- Used debugging techniques to identify issues with computer code and resolve errors.

July 2022 - May 2023

Autonomous University of the West (UAO) - 3D Animation Class - 3D Animator, Cali

- Conceptualized compelling 3D animations, visual effects and motion graphics for logos, symbols, backgrounds and special features.
- Conducted modeling and texture optimization for real-time 3D game applications.
- Interpreted concept art and sketches to create innovative virtual characters, environments and props.
- Maintained comprehensive knowledge of character rigs, game animation pipelines, animation integration into game engines and current animation tools.
- Created 3D models, textures, animations and other assets for multiple video games.

August 2020 - November 2022

Autonomous University of the West (UAO) - Web Development Classes - Front End Developer, Cali

- Coded using HTML, CSS and JavaScript to develop features for both mobile and desktop platforms.
- Produced responsive websites compatible with multiple browsers.
- Designed and updated layouts to meet usability and performance requirements.

- Use regulatory and compliance standards for user interface designs.
- Implemented popular frameworks and libraries such as React, Angular and Vue.
- Use version control tools like Git to keep code organized.

May 2022 - October 2022

Accedo - Nintendo Call Center Agent, Cali

- Helped large volume of customers every day with positive attitude and focus on customer satisfaction.
 - Responded to customer calls and emails to answer questions about products and services.
 - Learned and maintained in-depth understanding of product information, providing knowledgeable responses to diverse questions.
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HOBBIES

Playing videogames on any platform (Nintendo, Playstation, Xbox, etc).

Being up to date with videogames news and upcoming software and hardware.

Doing outdoors activities like swimming and hangout with friends.