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Summary

Software Engineer specialized in Computer Science and Technology with 3 years of experience in game design and development as well as multiple software system projects using agile methodologies with a logical-oriented mindset at solving problems. I am highly enthusiast on learning continuously advanced techniques and significant competencies in the area, working responsibly and collaborating actively with my team aiming for a good project management generating creative solutions.

Experience

In collaboration with the Institute of Advanced Materials for Sustainable Manufacturing - Tecnológico de Monterrey (Feb 2024 - to date) - Deep Cognitive Art

- Working as a Full stack developer implementing a generative content application in **Python** using Nvidia's **Omniverse** to generate random scenarios based on nodes to create a gamification project in **Unity 3D** and **Oculus Quest 3** and a personalization interface using **OpenAI** and **Photon** for multi-device communication.

BetterMind (Feb 2024 - to date) - BetterMind Games supervision

- Working as the **lead game developer** and **project manager** for multiple development teams in a mobile app focused on mental and emotional health. The application is made in **Unity 3D** and is currently under development.

In collaboration with the Institute of Advanced Materials for Sustainable Manufacturing - Tecnológico de Monterrey (Aug 2023 - Oct 2023) Deep Cognitive Art

- Worked as a Full stack developer implementing a VR and mobile art cognitive project using **Unity 3D** and **Oculus Quest 2** mixing an immersive experience with a 3D generated world with AI as well as interactions with the user such as painting, and interactive elements with the real world and real-time data storage with **Firebase** and **Photon** for multi-device connection.

Academic education

Instituto Tecnológico de Estudios Superiores de Monterrey

GPA 95/100

- Bachelor's in Computer Science and Technology August 2019 - June 2023
- IB International Diploma Program (High School) August 2016 - June 2019

Instituto La Paz

GPA 96/100

- IB International Program with Excellence Grant (Middle School) August 2013 - June 2016

Skills

Languages

- Spanish: Native
- English: Advanced (Cambridge/Pearson B2)
- French: Intermediate (DELF B1)

Methodologies

- Testing (Advanced)
- SCRUM project management (Intermediate)
- PSP and TSP (Basic)

Programming Languages

- C#/C++ (Advanced)
- Python (Advanced)
- HTML/CSS (Intermediate)
- React/JS (Intermediate)
- SQL (MySQL, SQL Server, MongoDB, BaseX, Neo4j, Firebase) (Intermediate)
- OpenGL (Intermediate)
- Kotlin (Intermediate)
- GML (Intermediate)
- GDScript (Basic)
- Clojure (Basic)

Technologies

- Unity 2D/3D (Advanced)
- GitHub (Advanced)
- Visual Studio Code (Advanced)
- Plastic SCM (Intermediate)
- SQL Server (Intermediate)
- Android Studio (Intermediate)
- Godot (Basic)
- Blender (Basic)

Game development experience

- "Vaqueritos" Arcade game created as part of the Arcade Dogo Studio game collection for the incubator Pixel Borregos sponsored by Tecnológico de Monterrey (2024)
- Currently working as a co-founder on a new Mexican Indie Videogame studio "Arcade Dogo" (2022 – to date)
- "Yaoyotl" Kickstarter game created as part of the Arcade Dogo Studio game collection (2024)
- "MultiSanta" Game created during Game Jam 'Cozy Winter Jam 2022' (2022)
- "TGUCC" Game created during Game Jam 'Spooky Jam 2021' (2021)
- "SNAKE" Fan mobile game in honor of the classic game 'Snake' (2021)
- "Break" Game created during Game Jam 'Mini jam 87: Break' (2021)
- "Time Twist Mayhem" Game created during Game Jam 'A jam about time' (2021)
- "Personal space" Chill personal game created in 24 hours (2021)
- "Space Rocks" Fan game created in honor of the classic game 'Asteroids' (2019)
- "Neko game!!" Fan game created in honor of the Windows Phone game 'Neko' (2019)
- "Space Intruder" Fan game created in honor of the classic game 'Space Invaders' (2019)

Courses

- "Experto en Shader Graph con Unity®2021" (2022)
- Video Game Design for engineering I & II (2022)
- Planning of software systems (2022)
- Modeling of multi-agent systems with computer graphics (2021)
- Integration of computer security in networks and software systems (2021)
- Software construction and decision making (2021)
- Online edX Course Microsoft C++ (2020)
- Online edX Course Unity (2020)
- Algorithms and Data Structures (2020)
- Computational object-oriented thinking (2019)
- Mathematics and Data Science Decision Making (2019)

Co-curricular activities

- Helped YCMA Naucalpan Foundation giving recreational classes to primary students with autism (2021)
- Took a posthumanism course for 1 semester at Tecnológico de Monterrey (2021)
- Took a photography course for 1 semester at Tecnológico de Monterrey (2021)
- Took an Ikigai course for 1 semester at Tecnológico de Monterrey (2021)
- Took a comic design course for 1 semester at Tecnológico de Monterrey (2020)
- Took an argument and debate course for 1 semester at Tecnológico de Monterrey (2020)
- Took a one weeklong HTML Bootcamp from Kodemia (2020)
- Created a professional art portfolio with oil paintings (2018)
- Helped at a social Service trip to Zacatlán's marginalized zones (2017)
- Collaborated in "EduCAS", a social project to give class to primary and middle school (2017)
- Participated on the "Alexander Gronthendieck" First Edition Math competition (2016)
- Created "El otro ángulo", an academic program to help students in middle school prepare for extraordinary exams (2015)
- Collaborated as President in the World Health Organization (WHO) Committee in the Model of United Nations Paz MUN (2015)
- Participated in a volleyball interschool tourney (2015)
- Took a Financial 1-session-course "Dinero, Ahorro y Bancos" from Bolsa Mexicana de Valores (2011)