Joan Daniel Guerrero García

Senior Technical Game Designer | Gameplay Systems | Unreal & Unity

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Summary

Strategic Senior Technical Designer and Game Developer with 7+ years of experience turning gameplay concepts into interactive systems. I specialize in bridging design and engineering, prototyping mechanics, building reusable gameplay systems and tools, and iterating closely with multidisciplinary teams to create polished player experiences. My experience spans gameplay programming, technical design, UI, animation systems, tools, multiplayer, mobile, VR/AR, and cross-platform development in engines like Unity, Unreal Engine, and others. As a technical lead and studio co-founder, I've worked closely with designers, artists, engineers, and other stakeholders to prototype features, solve technical challenges, establish development standards, and support teams throughout production.
Principal achievement: Developed a VR Laboratory Powered by Large Language Models for an MIT environment, 3+ mill USD.

Experience

Yoolmi (Oct 2025 – to date) – *Sign Language mobile application*

- Working as a Unity 3D developer in an educational mobile app for iOS and Android to teach sign language to all ages. I implemented an image detection system using LLMs in real time to detect signs from the user using the camera to translate into letters using LSM.

Doggo Creative Studio (Jul 2024 – to date) - *Vaqueritos*

- Leading a multidisciplinary team (10+ members) composed of digital artists, game designers, game developers, UI/UX designers, and music developers to create a mobile arcade game called "Vaqueritos", I designed reusable systems and development workflows that enabled designers and developers to iterate on gameplay features efficiently while maintaining technical consistency. I also established development workflows, coding standards, and helped during the playtests and tuning for the final phase of the game. The project was showcased at a live event in Tec de Monterrey invited by a project incubator called *Pixel Borregos*.

Vancouver Film School (May 2026 – Aug 2026) – *Lobster Loader*

- Worked as a Technical Designer and Lead Unity Programmer in a multidisciplinary school team project, where we created a game using Unity 3D and used tools for management of the team like **Trello, Notion and Google spreadsheets.** I managed the organization and planification of the full pipeline needed for the project and supported my team in all its departments to ensure a high-quality product in a short period of time. I was also in charge of bug fixing most of the systems in the game reviewed by my colleagues.

Vancouver Film School (2025–2026) — *The Weight of the World*

- Designed and implemented a gameplay prototype in Unreal Engine 5 centered around per-object gravity manipulation as the core player mechanic. I developed a modular **Blueprint-based physics system** for custom gravity direction and strength, gravity zones, and selective manipulation of physics actors. Implemented player interaction systems using **target detection, object selection, and real-time gravity adjustment**, with visual feedback to communicate changes in object weight. I had to iterate on physics interactions, player feedback, and environmental puzzles through **playtesting**, balancing responsiveness, readability, and game feel.

Vancouver Film School (Jan 2026 – Mar 2026) – *Escape from Bear Island*

- Worked as a Project Manager and UI/UX programmer in a multidisciplinary school team project, where we created a game using Unity 3D and used tools for management of the team like **Trello, Notion and Google spreadsheets.** I managed the organization and planification of the full pipeline needed for the project, organized **SCRUMs** and supported my team in all its departments to ensure a high-quality product in a short period of time.

Sproule ERCE México (Jan 2025 – Sep 2025) – *Energy Insights*

- Worked as a Full Stack Python Developer creating a visual interface and the backends logic for data modeling and prediction in the Energy Industry. The platform is being made using **Python**'s libraries like **Bootstrap**, **Dash**, **Plotly** and managed in a multi-disciplinary team using **Azure DevOps.**

Lunion Innovations (Aug 2024 – Oct 2024) – *Demo for Chemical Sensor for Radiation Detection*

- Created a 3D simulation for a material demonstration presented at the **International Astronautical Congress** (IAC 2024) as an Interactive Presentation in the Category of Space and Society in Milan, Italy. The simulation was developed in **Unity 3D**, optimized for a **Virtual Reality (VR) Experience** for **Meta Quest 3** devices, defining the goal of presenting the proposal to international space institutes such as NASA.

Prefixa (Sep 2024 – Nov 2024) – *Lunar Explorer*

- Worked as a Full stack developer creating a 3D virtual environment with **Unity 3D** to recreate accurate physics and interactions in a lunar environment for **VR and AR** targets. Implementing complex mechanics like vehicle controllers, user input handling, 3D real-time radar systems, and controllers for a virtual assistant robot, among other duties in the project development. This project was presented at the 1st **VR/AR Association (VRARA) Meetup** in Querétaro.

Institute of Advanced Materials for Sustainable Manufacturing - TEC de Monterrey (Feb 2024 – Dec 2024) – *NOVUS project*

- Collaborated as a Full Stack developer implementing a generative content application in **Python** using Nvidia's **Omniverse** to generate a VR laboratory for multi-educational programs for MIT in **Unity 3D** and **Oculus Quest 3** and a personalization interface using **OpenAI** and **Photon** for multi-device communication.

Institute of Advanced Materials for Sustainable Manufacturing - TEC de Monterrey (Aug 2023 - Oct 2023) - *Deep Cognitive Art*

- Collaborated as a Full Stack developer implementing a VR and mobile art cognitive project using **Unity 3D** and **Oculus Quest 2** designing and implementing an interactive system between the VR user and real-life elements like live broadcasts, audio and VFX mechanic controllers, a real-time data storage with **Firebase** and **Photon** for multi-device connection across different platforms.

Academic education

Vancouver Film School GPA 95/100

- Game Design Program *September 2026*

Instituto Tecnológico de Estudios Superiores de Monterrey GPA 96/100

- Bachelor (Graduated) in Computer Science and Technology *June 2023*
- IB International Diploma Program (High School) *June 2019*

Skills

UI & Technical Design

- o Unity UI Toolkit
- o UI /UX Design
- o Animations & Timelines
- o Shader Graph/Visual Effect
- o Editor Tools
- o Prototyping
- o Design Systems
- o Performance Optimization

Programming Languages

- o C#/C++
- o .NET
- o Python
- o React/JSON
- o HTML/CSS
- o SQL (MySQL, SQL Server, MongoDB, BaseX, Neo4j, Firebase)
- o OpenGL
- o Kotlin
- o GML

Technologies

- o Unity3D/Unity2D
- o Unreal
- o GitHub
- o Firebase
- o Oculus Quest
- o Photon
- o Visual Studio Code
- o SQL Server
- o Azure DevOps
- o Blender
- o Android Studio

Game Development experience

- "Keep Up" Game created during Game Jam 'ScoreJam #37' and for school project and Vancouver Film School (2026)
- "Vaqueritos" Arcade game created for Doggo Creative Studio's game collection for Pixel Borregos and Tecnológico de Monterrey (2024)
- Currently working as a co-founder on a new Mexican Indie Videogame Studio Doggo Creative Studio (2022 – to date)
- "Yaoyotl" Kickstarter game created as part of the Doggo Creative 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)