

Joan Daniel Guerrero García

Strategic Tech Designer, Software Engineer, Unity Developer, Game Designer & Project Manager

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Summary

Strategic Software Engineer and Project Manager with 7+ years of experience in Game Design and Game Development under platforms like Virtual Reality, Augmented Reality, Android mobile apps, PC, WebGL, and cross-platform applications for different sectors like education, simulation environments, entertainment and gaming. I have a proven track record of successfully leading multidisciplinary teams using agile methodologies with a logical-oriented mindset driven by quality to solve technical challenges. Passionate about learning continuously advanced techniques and industry best practices with the latest technology, generating ideas for improving functionality and design, efficiency, and overall user experience. I excel at developing cutting-edge software solutions and empowering and mentoring my teammates when needed.

Principal achievement: Developed a VR Laboratory Powered by Large Language Models for an MIT environment, 3+ mill USD.

Experience

Vancouver Film School (May 2026 – to date) – Lobster Loader

- Working 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.

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. This app uses an image detection system 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” using **Unity 3D** with custom shaders made with **Shader Graph** (HLSL) and Google Services like **Google Ads** and **Firestore** real-time database, focusing on a multiplayer online experience. The project was showcased at a live event in Tec de Monterrey invited by a project incubator called *Pixel Borregos*.

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 – Sept 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**.

Unión 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 University 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 **Firestore** and **Photon** for multi-device connection across different platforms.

Academic education

Vancouver Film School

- Game Design Program

GPA 95/100

September 2026

Instituto Tecnológico de Estudios Superiores de Monterrey

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

GPA 96/100

June 2023

June 2019

Skills

<u>Methodologies</u>	<u>Programming Languages</u>	<u>Technologies</u>
○ Agile SCRUM management ○ Object Oriented Programming ○ Algorithms and Data Structures ○ QA Testing processes ○ PSP and TSP	○ C#/C++ ○ Python ○ React/JSON ○ HTML/CSS ○ SQL (MySQL, SQL Server, MongoDB, BaseX, Neo4j, Firebase) ○ OpenGL ○ Kotlin ○ GML	○ Unity3D/Unity2D ○ Unreal ○ GitHub ○ Firebase ○ Oculus Quest ○ Photon ○ Visual Studio Code ○ SQL Server ○ Azure DevOps ○ Blender ○ Android Studio
<u>Languages</u>		
○ Spanish ○ English ○ French		

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)

Co-curricular activities

- YCMA Naucalpan Foundation giving recreational classes to primary students with autism (2021)
- Posthumanism course for 1 semester at Tecnológico de Monterrey (2021)
- Photography course for 1 semester at Tecnológico de Monterrey (2021)
- Ikigai course for 1 semester at Tecnológico de Monterrey (2021)
- Comic design course for 1 semester at Tecnológico de Monterrey (2020)
- Argument and debate course for 1 semester at Tecnológico de Monterrey (2020)
- 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 classes to primary and middle school (2017)
- Participated in 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 of the World Health Organization (WHO) Committee in the Model of United Nations Paz MUN (2015)