

Texcoco, State of Mexico

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CONTACT

# FEDERICO JIMÉNEZ

VIDEOGAMES AND APPS DEVELOPER



### **PROFESSIONAL SKILLS**

In addition to my problem-solving, goal-oriented, and disciplined approach, I possess strong leadership aptitudes, including the ability to motivate and guide others. I am skilled in using lateral thinking to visualize solutions and pay close attention to detail, ensuring that all tasks are completed to a high standard.

Additionally, I have a talent for learning new technologies, workflows, libraries, and programming languages, and can use this knowledge to guide and mentor others on my team.



## **WORK EXPERIENCE**

#### LANGUAGES

ESPAÑOL \*\*\*\*\*

ENGLISH \*\*\*\*

DEUTSCH \*\*

## SKILLS

Unity 3D

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Android Studio

VR/AR

NodeJs

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Git

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C#

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C++

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Java

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Kotlin

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## **EXTRA SKILLS**

Maya

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Illustrator

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Photoshop

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LEAD PROGRAMMER

**GLOBAL HITSS** 

2021 - PRESENT

Leading the development part for the Metaverse Sanborns project

Implementation of a 360-degree web experience

for Sanborns

Creation of filters and interactions with augmented reality for the RA Infinitum and Claro

RA platforms.

Updating and providing support for various

applications.

**BROWITH** 

**LEAD DEVELOPER** 

2020 - 2021

Backend services design and programming with

NodeJs and Firebase Functions.

Unity backend services integration and consumption using Firebase (Authentication,

Realtime Database and Storage).

**LEAD DEVELOPER** 

**HOT POTATO APPS** 

2017 - 2020

Programming for mobile games with Unity 3D.

AR and VR development.

Architecture, development, and support of 4

Apps commissioned by PepsiCo.

REST services integration and consumption.

PROGRAMMER AND DEVELOPER

NEON SPACEBOARD

2016 - 2017

Game mechanics, controls, and data persistence system programming.

Videogame published on Steam for PC and Mac.

**EDUCATION** 

SAE INSTITUTE

2013 - 2017

Bachelor in Games Programming SAE Institute, CDMX campus.



CERTIFICATES

SAE INSTITUTE

Art Direction Master Class