



Bday: 04/09/2004

## ABOUT ME

Passionate about video games and fan of Eastern Culture. Whenever I work on something I like to stand out no matter how easy or hard it is.

## MORE INFORMATION

- Cat Lover.
- Enthusiastic of Manga/Anime.
- Pc Gamer.

## CONTACT



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@Juanf4r



[Juan Fernando Aispuro](#)

# Juan Fernando Aispuro

## Junior Technical Game Designer

### PROFILE

I'm a 5th semester student on Interactive Software Development and Video Games with the purpose of creating, designing games and making people feel new emotions through the screen. I love videogames but i love more creating them. ❤️

### EXPERIENCE

#### Indie Development

- [Fish & Waste](#) - October 2023 (Point and Click Game for Mobile, Available on Itch.io).
- [Forgotten Sins](#) - November 2023 (RogueLite Game for PC, Available on Itch.io).
- [JesterVex](#) - January 2024 (Point and Click Game for Pc, Demo on Itch.io).

#### Game Jams

- [Game Jam Plus Edition 2023](#) Team Leader & Programmer [Fish & Waste](#)
- [Global Game Jam Edition 2024](#) Team Leader & Game Designer [JesterVex](#)
- [Game Jam Plus Edition 2024](#) Team Leader & Game Designer [Primal Race](#)

### WORK EXPERIENCE

#### Professional Practices

Engineering Intern  
08/2024 - Present

Amber Studios

Guadalajara, Jalisco

- Managed to learn and improve my skills as a Game Developer for Roblox Studio.
- Currently working on a big amount of projects for companies and partnerships at Amber Studios.
- Collaborated with a team of developers and artists to create and implement game assets, resulting in the development of new games.

Unity VR Developer Intern  
02/2024 - 05/2024

CreativeSoft

Guadalajara, Jalisco

- Managed to learn and improve my skills as a Game Developer for VR
- Managed the development of a new training software for the Oculus Quest 2, resulting in a Professional Software made to learn the basic training of a washing bottle machine.
- Collaborated with a team of developers and artists to create and implement game assets, resulting in the development of a new program.

## SKILLS & COMPETENCIES

- Game design and development
- Game design documentation
- Narrative design & Storytelling
- Prototyping
- Scripting languages (e.g., C++, C#, Python, Lua)
- 2D/3D/VR & Mobile Game development
- Game Engine proficiency (e.g., Unity, Unreal Engine)
- Version control systems (e.g., Github)
- Project management (SCRUM)
- Team collaboration and communication

## COURSES & CERTIFICATIONS

- Unity Mobile Game Development - Feb 2 2024  
Udemy-Mario korov
- Curso de Diseño Narrativo y Guión de Videojuegos - Feb 23 2024  
Aurixen Group-Ángel Codón Ramós
- SCRUM 2023: Gestión Ágil de Proyectos con SCRUM desde CERO - May 5 2024  
Udemy-Melanie Kalfaian
- U-Echo Training Center Epic Games Course Program - Aug 23 2024  
Ciudad Creativa, Guadalajara
- U-Echo Training Center / Specialization with C++ on Unreal Engine - Aug 25/2024  
Ciudad Creativa, Guadalajara

## EDUCATION

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### High School

Instituto Anglo Moderno August 2019 - June 2022

### University

Interactive Software Engineering in Video Games / Amerike  
August 2022 - June 2026

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## INTERESTS

- Eastern Culture.
- Movies & Series.
- Videogames.
- Science Fiction Movies.
- Sports (Soccer/TKD).
- Cinema.

## LANGUAGES

**Spanish:**  
Native.

**English:**  
Level C1.

**Japanese:**  
Recently starting.