

Software Engineer - Creative Programmer - Game Developer

Architecting software and scalable systems focusing on C#-driven development. Specialize in the creation of custom internal tools and scalable prototypes. Experienced with Unity Development and other physics-based engines to build modular, extensible frameworks and technical infrastructure designed for long-term scalability

EXPERIENCE

NEM-X

Intern

Jan 2025 - Jan 2026
London, United Kingdom

- Reviewed React.js code and used platforms like Make, GitKraken and Figma
- Work Closely with project managers and the development team to bridge the gap between the software development team and the business/client side
- Test software and documented bug reports and possible areas of improvement
- Contributed to the user experience and interface design of the application.

Just-In-Case

Sales-Assistant

Nov 2025 - Present
London, United Kingdom

- Consulted with customers to translate their design ideas into high-quality products
- Utilise Affinity and VersaWorks to edit and prepare image files for print production
- Process and manipulate customer artwork, ensuring files met technical print specifications

PROJECTS

Megabyte

Co-Founder

Jan. 2026 - Jan 2026



- Created a Collective for Creative Programmers and Digital Artists to encourage collaboration and the creation of "Digital Artifacts"
- Unity Developer, C# Programming, Asset Integration, Map Design, UI Programming and Design and Tooling.
- Made game entries for multiple game jams including: Global-Game-Jam-2025, Jamsepticeye-2025, Unity-Anniversary-2025-Jam and Global-Game-Jam-2026

Evolve.exe

Tools: [Unity, C#, Magica Voxel, Git]

Sep. 2024 - May 2025



Multiplayer Split-Screen First Person Shooter

- Developed a system that allowed for multiple players to play on one screen.
- Took the project from ideation to prototyping, publishing and exhibiting at Goldsmiths University
- Best Final Project Award.

Torii

Tools: [Unity, C#, Python, Mediapipe]

Mar. 2025 - Apr 2025



3D Interactive Hand Tracking Experience

- Used the Mediapipe API in a Python script to track hand movements.
- Ported the hand tracking data into a Unity project by interpreting 2D positioning data into 3D

EDUCATION

Goldsmiths, University of London

BSc. Games Programming (Hons) | *Grade: 1:1 (84% average)*

Sep. 2022 - Jul. 2025
London, United Kingdom

Courses: Games Programming, Data and Algorithms, Computer Graphics, 3D Modelling, Expressive Games Design, Advanced C++, Games AI, Data and Machine Learning for Creative Practice.

Game Design Skills Bootcamp

Mastering Game Mechanic Design

Jun. 2025 - Sep. 2025

Remote

Topics: Design Analysis, Mechanic Design Tools, Player Choice Optimization, PvP and PvE interaction, Compositional Design

American School Foundation

International Baccalaureate Diploma, AP Computer Science, UNAM / SEP Certificate,

Sep. 2005 - Jun. 2022
Mexico City, Mexico

ADDITIONAL INFORMATION

Languages: English (Native); Spanish (Native)

Programming Languages: C#, C++, Java, JavaScript, Python, HTML, CSS

Frameworks/Tools: Unity, Unreal, Godot, Maya, OpenFrameworks, PyTorch, Mediapipe, Maya.

Interests: Mechanics and Systems Design, Multiplayer Dynamic, Emergent Gameplay.