

Ricardo Illescas

email

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phone

(502) 35174841

Education

Bachelor Degree in Computer Systems Engineer [2007-2015]; Universidad de San Carlos de Guatemala

Thesis title: *"MathRPG: Developing a mobile app for smart devices focused on basic arithmetic operations practice."* [Title expected 2018]

Experience

Xoom, A Paypal Service [January 2016 - current]

- As of 2017, Leading the STAMP Driver team
- Software Engineer, developing back-end software solutions in Node.js
- Working with Bash, Ruby, AWS, Docker, RabbitMQ

Rho Sigma, S.A [2014 - 2015]

- Lead Unity Developer
- Worked on the development of a video game based on the Love Letter franchise by Alderac Entertainment.
- Implemented core mechanics, IAP, Social features.

502 Studios [2013 - current]

- Lead Game Developer
- Developing projects with multiple technologies, such as Unity, PlayN, Phaser, Java, C#

Huxi Games [2013]

- Developer of mobile games with LibGDX, a Java based game development library.

Portfolio

Please visit my website [Portofolio](#)

Projects as an independent contractor

Bellus3D [2018]

Development of an Android application capable of loading **Face Camera** 3D models for showcase.

Claro Guatemala [2014]

Development of the official Claro Guatemala World Cup Album web application. The application was used in all Central America, and was developed using Java and Scala Play Framework.

Other Skills

Programming Languages JavaScript, Node JS, Java, C#, Bash

Other Agile, Scrum, Git, gitflow, jenkins, docker

Unity Game Engine Been working with the Unity Engine since version 4.3

- C# as scripting language.
- 2D and 3D
- Editor Scripts
- Sony PlayStation export workflow and debugging

Languages

* Spanish (native speaker)

* English (C1 CERF)

Volunteer Experience

GameDevGT [Mar 2014 – Present]

- Game development related talks
- Workshops
- Organizing Jams

Unity User Group Guatemala [Jan 2016 – Present]

- Organizer of Guatemala's Official Unity3D User Group