

LUIS E. PULIDO

MOBILE APPLICATION AND GAME PROGRAMMER · VR/AR DEVELOPER

Toronto, ON, Canada.

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SUMMARY

- Degree on Computer Science. Computer Graphics Mention.
- Computer Software Engineer, specializing in Computer Graphics and Video Games.
- Visualization Techniques, Volume Rendering, Virtual Reality and Augmented Reality.
- Four years of professional experience with Software Development and Design for entertainment purposes using Game Engines and Low-Level Programming with expertise in Game Programming, Level Design, Artificial Intelligence, VR and Gameplay.

SKILLS AND KNOWLEDGE

- Six years of experience and advanced knowledge on programming languages C, C++, C#, Java, Haskell, JavaScript, Python and Design Patterns focused for Game Programming and Mobile App Development.
- One year of experience developing and consuming REST APIs with JSON and/or XML support with ASP.NET.
- Advanced experience with Unity 3D, OpenGL, Cocos2D as well with Version Control Systems like Git and Mercurial for over 4 years.
- Basic knowledge on Unreal Engine, CryEngine, Goo Create, PHP, MySQL, Objective-C.
- Participant at four Global Game Jams, exhibitor at Caracas GameExpo 2013 convention and top 5 places on several ACM local and regional Programming Competitions.
- One year of Teamwork and Leadership experience with small and medium sized groups of mixed areas like Networking, 2D and 3D Art, Modeling, Animation, Sound effects and Musicians.

EXPERIENCE

Cineplex Entertainment, November 2016 – Present. Toronto, ON.

Mobile Application Developer.

In charge of the development and maintenance of the Cineplex Mobile Apps ecosystem and research in the VR/AR field for customer's theatre experience and entertainment.

MirrorHouse Entertainment, July 2013 – July 2016. Caracas, Venezuela.

Lead Programmer.

Video Games Designer, Developer and Programmer of several games for mobile multi platform using Unity3D or Cocos2D. Android, iOS, Blackberry 10/Playbook and Web/HTML5. Main released project: [Ringed!](#). Other projects: [Summer Farm](#), [Soccer Madness](#). Maintained projects: [Blackberry Store](#).

Illustrated Man Inc. February 2016 - May 2016. St. Louis, U.S.

Freelance Programmer.

Developer for [Turnabout3D](#). VR App to exhibit 360 videos to use with Google VR and Cardboard. Developed in Unity3D it can render 360 videos in stereo and mono, downloaded from an http server. This app has a Video Manager to create/edit videos and channels with a simple PHP API. Project: [Turnabout 3D](#).

Now VR, January 2016 - April 2016. Sydney, Australia.

Freelance Programmer.

Developer for the Relaxation VR App for Cardboard. Developed in Unity3D, it can render 360 videos of beautiful natural landscapes with guided meditation. Project: [Relaxation VR](#).

Wikot Latinoamérica, April 2015 - May 2015. Miami, U.S.

Outsourced Programmer.

Developer for a Virtual Reality app showcasing the new Samsung Techwin CCTV products for surveillance and security with the Google Cardboard VR Headset for the Google Play Store. Project: [CCTVvisor 360 by Samsung](#).

Juice Global, December 2014 - October 2015. Jerusalem, Israel.

Freelance Programmer.

Freelance Developer and Designer for the games [Lines](#) and Forest [Defenders](#).

Castillomax Oil and Gas, S.A, June 2014 - July 2014. Caracas, Venezuela.

Freelance Programmer.

Freelance VR GUI and UX Designer and Programmer for the project [Optimax3D](#).

EDUCATION

Universidad Central de Venezuela. Caracas, Venezuela. 2007 - 2014.

Licentiate Degree, Computer Science - Computer Graphics Mention.

Universidad Simón Bolívar. Caracas, Venezuela. 2001 - 2005.

Engineer's degree (unfinished), Chemical Engineering.

Colegio Santa Mariana de Jesús. Caracas, Venezuela. 1997 - 2001.

Bachelor of Science (BS).

CERTIFICATIONS

Michigan State University. Coursera.org. October 2015.

Game Design and Development - Online Specialization.

Xamarin University. Xamarin.com. June 2017.

Xamarin-certified Mobile Developer - Online Specialization.

INTERESTS

Computer Graphics, Programming Video Games, Virtual and Augmented Reality, Visualization Techniques, Artificial Intelligence, Programming Challenges, Teaching.

LANGUAGES

Spanish (native), English (IELTS score: 7.5), Italian (basic).

REFERENCES AVAILABLE UPON REQUEST.