

Simón Sánchez

Game Developer

[linkedin.com/in/simonsanchezart](https://www.linkedin.com/in/simonsanchezart)

simonsanchez.art

simonsanchez.art@gmail.com

Montevideo, Uruguay

EXPERIENCE

Mutate — *Game Designer*

April 2022 - January 2023

I worked on a variety of **15+ games**, from concept to production pushing the boundaries of **Mutate's UGC tools**.

I also helped implement some features into Mutate using C++, such as:

- Additive ADSR based **camera shake**
- Simple 'Follow Player' AI
- Improvements and fixes to the players movement system
- **QOL features** for both creation and playing in Mutate

Skillshare and Udemy — *Online Instructor*

August 2018 - PRESENT

- Creation of online game development related courses

EDUCATION

BIOS, Montevideo— *Professional Designer and Animator for Video Games in 2 & 3 Dimensions*

2016 - 2018

- 3D Modelling, Rigging and Animation with 3DS Max
- Digital Painting
- Pre-Production, Storyboarding and Cinematic Language
- Digital and Traditional Sculpting

Círculo Informático, Montevideo — *Graphic Design Technician*

2011 - 2012

PROJECTS

Ping Pong Color

[Ping Pong Color](#) is a simple arcade game where your objective is to advance in an infinite level while you destroy everything in your path for a higher score.

PERKS

Logical and creative mindset

Self-driven

Flexible and fast learner

SKILLS

Game Design and Development

- Unity (C#)
- Python
- Git
- G Suite

3D

- Blender
- ZBrush
- Marmoset Toolbag
- Substance Suite

2D

- Affinity Suite
- Aseprite

LANGUAGES

Spanish - Native

English - Fluid