

Mauricio Meza

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Portfolio: https://mauriciomeza.github.io/dev_portfolio

GitHub: github.com/mauriciomeza

Computer Engineer from the National University of Colombia. I'm passionate about experimenting at the crossroads of Game Development, Software Development and Digital Art where I apply my knowledge in Programming and 3D Modeling to develop engaging Videogames, Interactive Experiences, Software and Multimedia Visualizations.

EDUCATION

Computer and Systems Engineer

National University of Colombia, Bogotá

July 2017 - August 2022

GPA: 4.4/5.0

EXPERIENCE

NEWRONA (Fullstack Interactive developer)

February 2022 - Today

Part of the development team on the front-end and back-end of various projects made for, and with the clients of Newrona, these mainly involved interactive projects with graphic and immersive technologies (VR, AR, Kinect, Web3D, Videogames).

*Using software, frameworks and languages such as. **Unity, C#, HTML/CSS, Javascript, Three.js, SparkAR, Firebase, Python.***

WORK AND PERSONAL PROJECTS

Healthy Eye, POEN Digital Library (3d web development - Javascript/Three.js)

June – August 2022

<https://www.poendigital.com/biblioteca-ojo-sano.html>

Interactive web visualization made by Newrona, it explores the anatomy of the human eye and its components in a 3D environment.

- Developed the 3D visualization module from mockups and schematics from the design team.
- Programmed interactions, navigation and exploration of the eye components in Javascript with Three.js.

To the Edge of the Map (2d web game - Unity)

May 2023

<https://machine-meza.itch.io/to-the-end-of-the-map>

Web based Videogame, a 2D Sidescroller Shooter developed in 2 weeks for the gamedev.tv game jam.

- Implemented the mechanics, interactions, SFX and controls in the Unity game engine with C# Scripts.
- Adapted and animated public domain medieval paintings and maps to create the 2D graphical resources for the game.

Sapo 3D (game development - Unity)

March 2021

<https://mauriciomeza.github.io/Sapo3D/>

Web based Videogame, it recreates the traditional latin american game of Sapo/Rana in a physically accurate 3D environment.

- Implemented the physics, sounds and controls in the Unity game engine with C# Scripts.
- Developed a REST backend with Node.js, Express and MongoDB connected to the game to store high cores.

Packaging Simulator - Don't get Automated (VR Game - Unity)

Junio 2023

<https://machine-meza.itch.io/to-the-end-of-the-map>

VR game prototype for Meta Quest 2, made in 1 week for the VR Game Jam 2023 (placed 20/130)

- With Newrona's permission, I modified resources from a previous VR project and adapted it in a new gamified experience.
- Implemented new mechanics and interactions in VR with the Unity engine and the XR Interaction Toolkit package.

TECHNICAL ABILITIES

Blender(6 years), **HTML/CSS**(4 years), **JavaScript**(4 years), **Git**(4 years), **Unity**(3 years), **C#**(3 years), **Python**(2 years), **Firebase**(2 years), **AWS** (1 Year), **React** (1 year), **Node** (1 year).

LANGUAGES

Spanish (Native), English (Advanced), Portuguese (Basic)

Attendance to Siggraph 48, 49 and 50 conferences

2020, 2021, 2022

During the pandemic years, I was able to virtually attend SIGGRAPH the most important conference in Computer Graphics, in it, I was able to see and learn from state-of-the-art projects and research from some of the most important companies in the industries of videogames, VFX, animation and much more.