

Héctor Ramírez Landa
Game, Mobile, and Web programmer
Legally eligible to work in Canada.
Vancouver, BC



hectorramirezlanda



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www.hirehector.com

Profile

Passionate programmer and gamer with technical, analytical and communication skills in addition to experience as project leader. Drives himself with great confidence in addressing challenges and tasks. Enjoys taking on new and more challenging responsibilities. Maintains a good level of pro-activity, persistence, drive and initiative.

Featured Projects

4 Of Us: 4 v 1 online asymmetric multilayer game that combines 3rd person shooter and real time strategy in a competitive game. Developed in Unity using C# I fulfilled the roles of network, AI and Gameplay programmer. My first task was designing the base architecture of the game, both the base object hierarchy and what was sent over the network and what was calculated on each client. For the AI I made a generic state machine and each different enemy simply added their specific behaviour. Gameplay wise I supported the rest of the programming team with whatever was needed.

Telcel Alert: A cellular network notification manager developed in C++.

K-Box: Subscription based karaoke application. Developed for iOS (Objective C), Android (Java) and Web Frontend & Backend (Ruby on Rails).

MetLife: Web tool for creating and filling insurance requests. Site developed with Ruby on Rails and foundation.

HispanoCard: Insurance membership management system. Web Backend (C#, Asp .NET and bootstrap), Frontend apps developed for iOS and Android.

Vademecum: Pharmaceutical products catalog and interactions app. Frontend applications programmed for both iOS and Android.

Note: All Websites use JavaScript, CSS, Html and jQuery and use PostgreSQL or MySQL as database. Some apps use internal databases on SQLite or Core Data

Past Experience

Professional

(2015-2016)

-Jr. Developer at Code-Ing México

(2014-2015)

-Sr. Developer/Project Manager at Feather México

(2012-2012)

-Jr Developer (Internship) at Marketing 911

Languages

-Spanish: Native

-English: Advanced. Toefl 673

-Chinese: Basic

Technical Skills

Programming Languages:

Java, C, C++, C#, Html, JavaScript, CSS, PHP, Ruby, Python, Objective C, Swift

Database:

MySQL, PostgreSQL, Oracle

Operating Systems:

Mac OSX, Windows 7, Linux Fedora, Linux Ubuntu

Game Engines:

Unity, Unreal Engine

Source Control

Perforce, Git, Svn

Educational

(06/2016-06/2017)

-Programming for Games, Web + Mobile Diploma at VFS

-Graduated with Honors at VFS

- Best Game Award at VFS

(08/2009-05/2014)

-Computer Science Engineering at ITESM Campus Santa Fe

(01/2013-07/2013)

-Studies abroad at UBC in Vancouver, Canada

(2014)

-Award for Academic Excellence of CENEVAL

Hobbies

-Playing videogames

-Reading (average of the 3 books monthly)

-2 hours of workout daily