Héctor Ramírez Landa

Game, Mobile, and Web programmer
Canadian Permanent Resident
Open to relocation
📍 Montreal, QC

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www.hirehector.com

Profile

Passionate and self-motivated project leader, programmer, and gamer with 8+ years of programming experience and 6 specialized in videogame development. Strong analytical and communication skills as well as managerial experience, talent attraction and development. Fully proficient in multiple programming languages, agile methodologies, and project management.
Drives himself with great confidence in addressing challenges and tasks. Enjoys taking on new and more challenging responsibilities and stands out by initiative, drive, and persistence.

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, Linux Fedora, Linux Ubuntu

Game Engines:
Unity, Unreal Engine, C++ Proprietary Engine

Source Control
Perforce, Git, Svn

Experience

(2017 - 2023)
-Senior Software Engineer and Team Lead at This Game Studio

(2016 - 2017)
-Programming for Games, Web + Mobile Diploma at VFS

(2015 - 2016)
-Software Engineer at Code-Ing México

(2014 - 2015)
-Senior Software Engineer and Project Manager at Feather México

As a team lead my responsibilities are managing our goals and resources, onboarding and training new team members as well as motivating and nurturing them as we grow together, working closely with multidisciplinary teams like art, design and other engineering areas.

Merge3 game: Creating new features for a live and successful mobile game for an external studio. Using the Unity engine and C# it´s released for iOS and Android. I oversee a team in charge of gameplay and frontend.

Classified Project: Developing new features for a AAA game from a major studio. Working on a proprietary engine using C++ for iOS, Android, Windows and macOS. I lead a team that is mostly focused on frontend with some backend to support it..

Chaos Combat Chess: An auto battler game Developed in Unity using C# for iOS, Android, Windows and macOS. For this game I managed a team involved in frontend and tools but I also had a part in backend and gameplay.

Unreleased Action RPG: Developed in Unity using C# for iOS and Android. My focus for this project was in frontend and tools development.

Multiple Prototypes: A multiplayer sidescrolling shooter, a multiplayer turn based RPG, a third person action adventure. All developed in Unity using C# for iOS and Android. I was able to experience multiple roles during the development of this 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

Educational

-Programming for Games, Web + Mobile Diploma at VFS
-Graduated with Honors at VFS
- Best Game Award at VFS
-Computer Science Engineering at ITESM Campus Santa Fe
-Studies abroad at UBC in Vancouver, Canada
-Award for Academic Excellence of CENEVAL

Hobbies
-Playing videogames
-Reading (average of the 3 books monthly)

Languages
-Spanish: Native
-English: Advanced. Toefl 673
-Chinese: Basic