

Oscar Maciel

PHD IN COMPUTER SCIENCE

Summary

Video game developer and research professor, passionate about teaching and learning.

With skills and experience in video game development, Unity, Unreal Engine for Fortnite, 3D modeling, problem solving, process automation and metaheuristic algorithms.

Key Skills

- Video games development
- Unity
- Unreal Engine for Fortnite
- Database design
- Variety of programming languages.
- Web development
- Artificial intelligence
- Evolutionary algorithms
- Project management
- Research and teaching
- 3d modelling

Recent work experience

GAME DEVELOPER

Amber studio
September 2024 -
Current

- Video Game Development (UEFN)
- Project Structuring
- Code Supervision
- Code Decision-Making
- Mechanics Programming
- User Interface

GAME DEVELOPER

1 simple game
September 2023 -
February 2024

- Video games development
- Creation of mechanics
- Tool development
- Process automation
- User interface
- Repositories and versioning

NATIONAL RESEARCHER

SNI UdeG
January 2023 -
Current

- Project management
- Problem-solving
- Test automation
- Analytical skills
- Algorithm development

LANGUAGES • ENGLISH 100% • FRENCH 40%

Contact Info

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33 1845 4075
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<https://www.linkedin.com/in/oscar-eduardo-maciel-castillo-71844b247/>
oscarmacielc.com

Professional References

Francisco Lara Sikorski
CEO of 1 simple game
Cel: 33 3673 5094

Marco Antonio Pérez Cisneros
Dean of CUCEI and National
Researcher SNI,
Cel: 33 1135 4609

RECENT PROJECTS

UEFN islands

Games within Fortnite using Unreal Engine and Verse Language

- Video Game Programmer
- Project Structuring
- Code Supervision
- Mechanics Programming
- User Interface

- 7576-9903-4018: PCM Blackout Battle
- 7076-0455-9925: PCM Nightfall Battlegrounds FFA



Michi Pizza

Mobile incremental click-based game

- Video game programmer
- UI improvement
- Animation modification
- Profiler
- Assets management
- Tester

<https://play.google.com/store/apps/details?id=com.hyperbeard>



My peterinary

Mobile time management game

- Video game programmer
- Tool creation
- Automation to import data
- Tester

<https://play.google.com/store/apps/details?id=com.hyperbeard.mypeterinary>





I'm not jelly

PC action roguelite game

- Game mechanics programmer
- Enemy Behaviour programmer
- Animation management
- Bug hunting

https://store.steampowered.com/app/1722820/Im_Not_Jelly/?l=latam

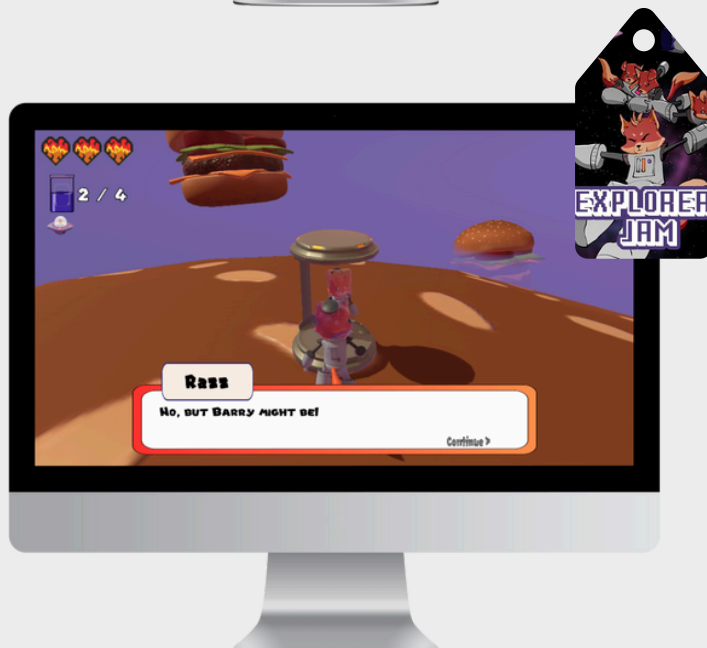


A Puzzle in Journi

First person puzzle game.

- Minigame mechanics
- Dialogue, lives and time systems.
- Simple 3d models (tents, land and simple objects)

<https://sabishi-angel.itch.io/a-knights-journi>



Explorer Jam

Juego 3d de plataformas con historia

- Enemy behaviour
- Dialogues, live systems, collectables, audio management, UI.
- Added events to transitions
- Fire heart animation
- Outline shader for image
- Massive bugfixing (kept fixing after jam)

<https://katametz.itch.io/explorer-jam>

Academic education

CUCEI, UNIVERSITY OF GUADALAJARA

DOCTORATE *ELECTRONICS AND COMPUTER SCIENCES*
Aug 2018 -
Jul 2022 AI focused

MASTER *ELECTRONIC AND COMPUTER ENGINEERING SCIENCES*
Aug 2016 -
Jun 2018 AI focused

DEGREE *COMPUTER ENGINEERING*
Aug 2011 -
Dec 2015 Software focused

ALBERTA EXCHANGE, CANADA

UNIVERSITY OF ALBERTA

Aug 2014 - *SCHOLARSHIP "EMERGING LEADERS IN THE AMERICAS"*
Jan 2015

Exchange program with courses in algorithms and programming. Metaheuristics masterclass.



UNITY CERTIFICATION

CERTIFIED ASSOCIATE GAME DEVELOPER
Jan 2023 - 2026

Credential ID
240b9efa5f854a3b914e34a085f36f35

COURSES

- Unity Certified Associate Courseware
- Color Theory Basics: Learning Color Theory With Adobe Color
- Relational Database Design
- The Guide to 2D Mobile Game Development with Unity
- Learn To Create An RPG Game In Unity
- PostgreSQL: Complete Course on PostgreSQL.

Patent

Electromagnetic device for stabilizing biped robots.

MX/u/2018/000794 · 19 dec. 2018

Book

NOV 2017

Programming fundamentals with Alexa. Automation and application projects, Ra-Ma Editorial.

ISBN: 978-84-9964-722-7

Paper publications

- **A Brand-New Method to Solve Rotated Template Matching Using Metaheuristic Algorithms and Ssim**
- **Side-Blotched Lizard Algorithm: A polymorphic population approach, Applied Soft Computing**
- **An improved Simulated Annealing algorithm based on ancient metallurgy techniques, Applied Soft Computing**
- **A novel hybrid metaheuristic optimization method: hypercube natural aggregation algorithm, Soft Computing**
- **A Real-Coded Optimal Sensor Deployment Scheme for Wireless Sensor Networks Based on the Social Spider Optimization Algorithm**
- **Learning classical and metaheuristic optimization techniques by using an educational platform based on LEGO robots, The International Journal of Electrical Engineering & Education**
- **Comparison of the Effects of Oral and Written Communication on the Performance of Cooperative Tasks, International social science review**