JONI ESTRADA

VIDEOGAME DEVELOPER

"Videogames are means of expression where we can share incredible experiencies"

Soft skills.
- Emotional intelligence
- Responsability
- Organization

Technical skills.
- Unity
- C#
- Game Design

PORTFOLIO

certificates   repository

projects   opinions

CONTACT

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in linkedin

⌖ CDMX, MÉXICO

SUMMARY.

I studied computer engineering at the IPN, I have worked on 3 projects for clients, I have given programming clases focused on video game development to more than 10 students, I took graduates at Videogames Academy and UETC where I learned to use Unreal, GODOT, GameMaker and Unity.

WORK EXPERIENCE.

Ollie Escape 2025.
2D puzzle videogame in Unity, I was programmer and level designer, developed a system whose input is a JSON and generates the levels. Watch video.

PREVENTEC 2022 – 2023.
Smart Thinking hired me as a programmer to support the development of an app made in Unity that connects via Bluetooth to a knee brace with the purpose of preventing injuries in teenagers when exercising. Watch video.

BOT&BOX 2021.
I worked as a freelancer in a 2D educational game where I was in charge of VFX of energy flow through wires and designed 5 levels. Watch video.

PERSONAL PROJECT.

FroggiFace 2024.
2D game that started in a game jam, I applied knowledge of shaders to achieve the VFX of a waterfall, I read information from an Excel to incorporate 2 languages, it is published on Google Play. Watch video.

LANGUAGES.

Spanish: native.

English: B1.