


JUAN PABLO MENDEZ ALTUZAR

GAME CLIENT DEVELOPER
-
GAMEPLAY

CONTACT

 mendez.altuzar.juan@gmail.com

 personal projects

 jpmendezaltuzar

EDUCATION

COMPUTER SYSTEMS
ENGINEER - GRADUATED
WITH HONORS

2010 - 2014

Universidad Autónoma de
Aguascalientes. Aguascalientes,
México.

AWARDS

ATOMS

- 1st place at Gamacon (2018).
- 15th IMGA nominee (2019).
- Indie Prize finalist (2019).



ABOUT

Dedicated and passionate game developer with a 9+ year track record. Experienced in multiplayer and single-player games. Adept in several areas of game development: gameplay, systems, optimization, debugging, UI, and tools. Proven success in releasing titles on Nintendo Switch, PC, Android, and iOS, spanning multiple genres. Thrives in collaborative, creative environments with talented teams.



WORK EXPERIENCE

VOODOO

SENIOR GAME
DEVELOPER
Barcelona, Spain
Jan 2025 - Present

Unannounced - Match 3 - iOS / Android (On hold. 2025).

- Developed gameplay features, meta systems, and modular client architecture.
 - Contributed to core mechanics, tooling, and rapid gameplay prototypes.
 - Built a flexible tile-based board system and a modular card system.
- Tools: Unity, ECS, C#, Git.

ODD RAVEN

GAME DEVELOPER
Stockholm, Sweden
Oct 2023 - Nov 2024

Unannounced - Console & PC (TBD).

- Developed core gameplay systems and client architecture, including combat, main character actions, enemy AI, spawners, and character animation.
 - Prototyped new features in close collaboration with the design team.
- Tools: Unity, C#, Git.

WARDUCKS

SENIOR CLIENT
DEVELOPER / LEAD
DEVELOPER
Dublin, Ireland
Mar 2020 - Jul 2023

Sesame Street Mecha Builders - iOS / Android (2024).

- Implemented pre-production gameplay prototype and core game loop.
 - Worked on several game features: character controls, puzzles, and cameras.
 - Designed and built a framework to reuse objects between puzzles.
- Tools: Unity, C#, NodeCanvas, Git.

StormWorld / Edge of Earth - iOS / Android (On hold. 2023).

- Led client team and authored tech specs in an MMORPG that evolved into a 4X.
 - Built core gameplay systems: async multiplayer (PvP/PvE), enemy AI, and UI.
 - Unit tests and a simulator for the War system and optimized client performance.
 - Developed tooling for artists and designers, including terrain texture generation.
- Tools: Unity, C#, Noesis GUI, MongoDB, WPF.NET, Amplify, Git.

GAMELOFT

LEAD DEVELOPER
Mexico
Mar 2015 - Sep 2019

Modern Combat Blackout - Nintendo Switch (2019).

- Technical design & implementation of Local Multiplayer.
 - Implementation of online gameplay mechanics and game modes.
- Tools: C++, AS3, Python, Jenkins, Batch script, SVN.

Ninja Up! - iOS / Android (2018).

- Worked on gameplay: the main character, enemy AI, powerups, and cameras.
 - Established best coding practices, game architecture, and workflow.
 - Worked on performance optimizations and tools for the design team.
- Tools: Unity, C#, SVN.

Gangstar New Orleans - W8.1 (2017).

- Havok Vision Engine port for Windows 8.1. Performance optimizations.
- Tools: C++, Havok Vision, Python, Bamboo, Batch script, SVN.

Siegefall - W8.1 / WP 8 (2016).

- Implementation of game features (DLC, PN, back key, UI, and ads).
- Tools: C++, C#, Python, AS3, Bamboo, Batch script, SVN.



PERSONAL PROJECTS

PALE BLUE DUCK
SOLE DEVELOPER

Commander: Origins - WebGL (2023).

Tools: Unity, C#, FMOD, NodeCanvas (Behaviour Trees).

Senile Tennis - WebGL (2020).

Tools: Unity, C#, Git.

Atoms - iOS / Android / WebGL (2019).

Tools: Unity, C#, Git.



SKILLS

Core

Unity

C#

C++

Unreal



Other

- SOLID

- NodeCanvas (BT)

- Unit Testing

- ECS

- FMOD

- Noesis (MVVM)

- Shader Graph

- Batch script

- Agile

- Git

- VContainer