

GAME PROGRAMMER

Ion Sebastian Rodriguez Lara

PROFILE

Experience in the creation, balancing and design for videogames. With experience in gameplay, UI and tools programming using C# in Unity. Ample experience in Unity with C#. Self motivated and able to manage my own time to deliver work on time.

EXPERIENCE

DISHWASHER, THE PINT; VANCOUVER, BC – MARCH-PRESENT

In charge of the proper cleaning of the dishes used in the kitchen and dining areas of the restaurant. Helping with the preparation and cooking of dishes when required by a high influx of orders.

GAME PROGRAMMER, (LIGHT TOWERS)SOLO PROJECT – NOVEMBER 2022-PRESENT

Worked on a soon to be released Tower Defense game for mobile platforms. I was in charge of all the programming for this project. Using C# for Unity I programmed the gameplay, AI, and UI components of the game. Developed the shaders and art for this project as well.

ENGLISH TEACHER; QUERETARO, MEXICO – 2020-2021

I was in charge of the planning and teaching intermediate level English for students in both Middle and Highschool. Taught the classes virtually using Zoom and Google Meet, as well as in person. Besides the teaching of the classes, I handled the creation, and grading of homework and exams for over 70 students.

TOOL PROGRAMMER, SOLO [PROJECT](#); UNITY ASSET STORE – MARCH-MAY 2020

Designed and programmed a level design tool for Unity and published it in the Unity Asset Store. Worked on the logic for a self tiling 3D level creation Tool, where the blocks adapt to connect with the neighboring blocks. Besides programming in C# the tool, I created the 3D models and textures for the tool.

EDUCATION

- **Cornerstone International Community College, Vancouver, BC - Mobile App Development, 2023-2024**
- **Vancouver Film School, Vancouver, BC - Game Design, 2018-2019**

SKILLS

- **Programming**
 - OOP, C#, Swift, & Objective-C
- **Engines**
 - Unity, Unreal Engine
- **Software**
 - VS Code, Xcode, Photoshop, Illustrator, Maya, Blender, Substance Painter.
- **Version Control**
 - Git, Perforce
- **Working Skills**
 - Scrum, Hard Working, Self Motivated, Team Player

LINKED IN : [HTTPS://WWW.LINKEDIN.COM/IN/ION-LARA/](https://www.linkedin.com/in/ion-lara/)

GITHUB: [HTTPS://GITHUB.COM/IONLARA](https://github.com/ionlara)