

Alain Barragan

Software Developer | Specialty in Video Game Development

📍 Location: Guadalajara, Jalisco, Mexico

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💻 GitHub: github.com/Ronysaurus

🌐 Portfolio: ronysaurus.com







Technical Abilities / Skills

Technology	Level		Skill	Level
C#	★★★★★		Problem Solving	🔥🔥🔥🔥🔥
Python	★★★★★		Teamwork	🔥🔥🔥🔥☆
C++	★★★★☆		Communication	🔥🔥🔥🔥☆
Unity Engine	★★★★☆		Fast Learning	🔥🔥🔥🔥🔥
SQL	★★★★☆		Adaptability	🔥🔥🔥🔥☆
Godot Engine	★★★☆☆			


Work Experience







Golstats - Unity VR Developer | C#

📅 2018 - 2019

-  Development of soccer simulation on VR environment.
-  Redesign of the Animator using Unity to better animation fluidity and correct errors.
-  Development and implementation of cinematic camera system.
-  Remake of player behavior with new models and animation using inverse kinematics.

Hospital Real San Jose - Programming and Development Engineer

 2019 - Present

-  Launcher and updater for the Windows application. | C# / Windows Forms
 -  Development of lab reports visualizer. | C#
 -  Database task automation. | Python / MSSQL / MySQL
 -  Development of restaurant order visualizer. | React JS / CSS
 -  Development and support for web application tools | PHP
 -  Development of visitor registration app | C# / .NET MAUI
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Education

 **Bachelors Degree in Video game programming** – University of Advanced Technologies (2018)

Languages

Language	Level
Spanish	Nativo
English	Advanced (C2)
German	Basic (A2)