Contact

📍 Monterrey, Nuevo Leon, MX

✉ bryan.duarte.dev@gmail.com

⚙ /cyandestructor

in Bryan E. Duarte

Technical Skills

⬡ Object Oriented Programming

⬡ Computer Graphics

⬡ Source Control

⬡ Web Development

Soft Skills

⬡ Self-learning

⬡ Commitment and dedication

⬡ Passion to create

⬡ Assertive communication

Languages

⬡ English B2

⬡ Basic Japanese

⬡ Spanish (Native)

Bryan Emmanuel Duarte Lozano

Unreal Engine VR/AR Developer

Experience

VR/AR Developer at Edifex (January 2022 - Today)

I collaborate in the development of VR projects using Autodesk Maya 2019 to create and modify 3D models and Unreal Engine 4 to create virtual scenes and develop virtual trainings.

Education

Facultad de Ciencias Físico Matematicas, UANL

Degree in Multimedia and Digital Animation
Graduate | 2018 - 2023

⬡ Study software development, computer graphics, 3D modelling and digital art
⬡ Member of Bisontech, tech community, since May 2021

Certifications

Microsoft | AZ-900 Azure Fundamentals (April 2021)
Udemy | C# Fundamentals (June 2020)
Udemy | C# Intermediate (July 2020)
Udemy | C# Advanced Topics (July 2020)

Major projects

Jass Engine

It is an Open Source Game Engine in which I have worked since July 2020. With this project I have learned advanced concepts of C++, 2D and 3D graphics with OpenGL and DirectX 11.

Brawl Guys

It is a browser fighting game inspired by Super Smash Bros. I programmed the graphics and gameplay using Three.js and Javascript, and the UI using HTML and CSS.

Software and programming languages

Basic	Intermediate	High
Unity Maya	C# JS DirectX Unreal	C++