

JOSE ANGEL ORTIZ MERAZ



JUNIOR GAME PRODUCER

CORE SKILLS

- Agile Methodologies (Scrum)
- Project Planning
- Stakeholder Communication
- Product Vision
- Team Leadership

TECHNICAL BACKGROUND

- Unity Engine (C#)
- Web Development: React, Node.js
- Databases (SQL / NoSQL)
- UI/UX basics: Figma

LANGUAGES

Spanish: Native

English: Basic to Intermediate (reading & writing, improving speaking)

EDUCATION

UNIVERSIDAD AUTONOMA DE CHIHUAHUA

2021-PRESENT

Bachelor's Degree in Computer Science

CENTRO DE BACHILLERATO TECNOLOGICO NUMERO 90

2016-2019

Programming technician



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Location:

Chihuahua, Mexico



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PROFILE

Junior Game Producer and Computer Science student with experience coordinating multidisciplinary teams in university and indie game projects. Familiar with Agile/Scrum workflows, sprint planning, task tracking, and product vision. Technical background in Unity and web development. Actively improving English communication skills.

EXPERIENCE

FOUNDER AND GAME PRODUCER

AUGUST 2023 - PRESENT

CuackerStudios, Parque Tecnológico Orión, Chihuahua, Chih.

- Co-founded and lead a indie game development studio.
- Coordinated multidisciplinary teams of engineering students.
- Planned tasks, timelines, and sprint goals using Agile practices.
- Oversaw game prototypes from concept to playable builds.
- Supported onboarding and guidance for new team members.

INTERN SOFTWARE ENGINEER

JUNE 2024 - DECEMBER 2024

AutoZone BTSSC, Chihuahua, Chih.

- Translated functional requirements into working code for internal applications.
- Collaborated with designers and developers to define features and priorities.
- Participated in frontend development and supported backend tasks.
- Helped design user interfaces and contributed to database structure discussions.

INTERN WEB DEVELOPER

NOVEMBER 2023 - MARCH 2024

Leading Tech, Chihuahua, Chih.

- Worked in a collaborative team developing enterprise web applications.
- Contributed to frontend and backend development using AngularJS and NestJS.
- Participated in maintenance, feature implementation, and team coordination.