

OMAR RAMOS ESPINOSA

Video Game Developer

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Gamer

Self-taught person

Leader

Game Programming

Game Development

Math

Gameplay

Unity3D

Unreal Engine 3

Hello World!

I am a passionate programmer who loves to be in the game industry, I been involved in multiple production in this awesome industry with amazing teams.

Feb 2015 - Present
Programmer
Tequila Bunny
Game Development on multipe plataforms doing gameplay and social integration.

Jul 2013 - Nov 2014
Programmer
Larva Game Studios

May 2012 - Jul 2013
Videogame Developer
Fraktalia Studios
Game Development on smartphones and tablets, doing gameplay and social integration.

Jan 2011 - May 2012
Junior Quality Assurance Testing
Kaxan Media Group - Kaxan Games
Game is tested to check that doesnt contain: bugs, gameplay errors, visual errors, etc.

Sep 2011 - May 2012
Junior Programmer, Mobile Games Area
Kaxan Media Group - Kaxan Games
Game Development on smartphones and tablets.

Jan 2010 - Jan 2012
Student
Universidad de Artes Digitales
A Game Development Engineer is a specialist to assist in the process. It makes use of mathematical knowledge for the application of artificial intelligence and graphics processing on consoles, computers and mobile devices.

Spirits of Spring - iOS (Unity3D)

On this project I mostly worked in the user interface using NGUI, I also worked on the animals mechanics, movement of the player and conversation mechanics



Banner



Gameplay



Gameplay

My work on Spirits of Spring

On this project I mostly worked in the user interface using NGUI, I also worked on the animals mechanics, movement of the player and conversation mechanics

Robo Jungle Rush - iOS (Unity3D)

Rush into a vibrant jungle filled with mighty robots. Suit up and ride awesome vehicles! Win tons of coins and share videos of your victories with friends.



Poster



Gameplay



Gameplay

My work on Robo Jungle Rush

On this project I mostly worked in the user interface using NGUI and social integration, also worked on some of the enemies AI.

Panadería Bimbo Móvil - iOS and Android (Unity3D)

Cook delicious products in your own Bakery, and travel through amazing worlds made of bread! Your mission is simple: Becoming the best baker in the universe! The task will not be easy, but fun is guaranteed.



Title Screen



Gameplay


Gameplay

My Work On Panadería Bimbo Móvil

On this project I mostly worked in creation of tools that help the designer to create every level on the game, I also worked on the main mechanic.

El Chavo - Wii (Unity3D)

Compete in more than 30 activities and prove you're the best winning the cup!



Box Art


Gameplay


Gameplay

My Work On El Chavo

On this project I mostly solve bugs and optimizing the game

Restauralia - iOS and Android

Application that facilitates the search of coupons on your city.



Main Screen



Cupon Selection



Restaurant Selection

My Work On Restauralia

On this project I was the only programmer, I worked creating tools so Unity can work like a framework for apps.