Juan Sebastian Muñoz Arango

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• naruse@gmail.com • www.pencilsquaregames.com

Education

Universidad EAFIT Medellin, Colombia • Ingeniería de Sistemas (Comp. Sci.) 2004-2009

Current Cumulative GPA (5.0 scale): 4.37; (4.0 scale): 3.496 • Selected Coursework:

Comp. Sci.: Virtual Reality · Computer Graphics · Object Oriented Systems · Unix Environments · Data Structures and Algorithms · Automata & Computation · Computer Arquitecture · Operating Systems · Networking

Mathematics Multivariable Calculus · Linear Algebra · Discrete Math · Statistics · Differential Equations · Numerical Analysis

Work History

IVD DilBrands (March 2011 - Present)
Core Programmer

- Created a 3D Supermarket creator and visualizator. the tool was meant for both visualizating the created environment or Importing it to Unity so the team can adapt the created environments for studies. This tool helped the team creating layouts faster (from one week to 1 afternoon). Project description can be found at: "http://www.pencilsquaregames.com/2011/07/unityception-load-content-created-in-unity-from-a-build-made-with-unity-to-unity/"
- Created a products organizer. This was a tool for generating layouts quickly for studies. This tool parsed a simple txt file and placed products on shelves. All the products where located in a server and the Unity Editor Script managed to download, decompress, add them to the Project and place them in the scene.
- Main developer of IVD3 a program for doing marketing research studies via Immersive virtual reality in Unity3D.

Personal Projects (January 2011 - March 2011)
Game Programming - Unity3D Freelancing

- Created PS3Print, a console framebuffer for the PS3. Project can be found at: "https://github.com/naruse/PS3Print" and "http://www.pencilsquaregames.com/2011/01/ps3print-console-printer-for-ps3/"
- Continued working on a dam simulator for C2Estudio (a local company in Medelln) developing new visualization options.
- Started working on my own game "Dungeon Lords", a mix between Diablo and Dungeon Keeper game.
- Started to port an old puzzle game I created for iOS to latest iOS 5.x

Unity Technologies (www.unity3d.com) (July 2009 - December 2010)
Doc Engineer

- Tested the Mono-Unity debugger for Unity 3.x.
- Developed a Converter tool for converting the API examples from Javascript to C# and Boo.
- Developed and organized the API and manual docs to support per platform docs. (Show Android/iOS or Stand Alone docs)
- Added and Enhanced documentation and examples for the Editor and Runtime API.
- Solved documentation related bugs.
- Improved the documentation build System.
- Created the Unity Javascript mode for Emacs.

Personal Projects (February 2009 - July 2009)
Game Programming - Unity3D Freelancing

- Developed a parser and a surface Generator for dam simulations in Unity3d + Ruby.
- Developed and modeled a "Hanoi Towers" Demo in Unity3D.
- Developed and modeled a "Rubik" Game for the iPhone in Unity3D - iPhone.
- Developed and modeled a physics puzzle game for the iPhone in Unity3D -

- Developer of all the scripting in the "Inventory" tutorial at www.unitytutorials.com.

C2EStudio (July 2008 - February 2009)
Game Programmer

- Programmed a "whac a mole"for zombies game in Unity (http://www.jallstars.com/CementerioZombie.html).
- Programmed a "Guitar hero" clone for a local band in Unity, this Project participated in the UA2008 (http://forum.unity3d.com/viewtopic.php?t=14569)
- Helped with the programming of the score system, Input Management System, and developed other features of Project Cloudwitch, A project that also participated in the UA2008 (www.cloudwitch.com).
- Developed a cloth simulation in Unity3D (http://juanmunozar.blogspot.com/2008/06/cloth-physics.html).
- Developed water simulation in Unity3D (surface simulation).
- Developed a demo for a game for Toyota rav4 in Unity3D.
- Developed a 2D Plataformer game for a local cookie company.

Universidad EAFIT - Virtual Reality Laboratory (August 2006 - December 2007)
Half-time Research Assistant

- Developed the collision detection system for a laparoscopic surgery simulator using a collision hierarchy in order to find faster the triangle that collided with the laparoscopic instrument in C++.
- The team also focused on creating the physics model in order to make the simulator closer to reality.
- The last efforts with the simulator have been the creation of new hierarchies to envelop the triangles that form the organ.

Universidad EAFIT (January 2006 - July 2006)
Numerical Analysis Monitor

- I solved questions from the students of the subjects Numerical Analysis and Numerical Processes and helped them programming some numerical methods.

Skills

- Familiar with C/C++, Java.
- Proficient with C#
- Proficient with GNU/Linux, MS Windows, Mac OS X.
- Familiar with OpenGL.
- Proficient in Unity3D.
- Familiar with Photoshop/illustrator.
- Familiar with Torque 2D.

Honors and Awards

- Went to Unite 2009 in San Francisco.
- Went to Unite 2010 in Montreal.
- Participated in the Unity Awards 2008 with Indie Riffs.
- Participated in the Unity Awards 2008 with Project Cloudwitch.
- Premios GEMIS 2004 (Category: Data Structures and algorithms)
- Premios GEMIS 2005 (Category: Data Structures and Algorithms)

Languages

- Spanish - High
- English - High
- Danish - Medium

Contacts

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Proffesor

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Eng. Luis Carlos Correa (C2Estudio S.A)
Lead Programmer

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Dr. Graham Dunnett (Unity Technologies Aps)
Director of Testing, Support and Documentation

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