


CRISTINA POHLENZ GARZA

GAME PROGRAMMER

 pohlenz.cristina@gmail.com

 www.cinnamondev.com

+ SKILLS

Programming: (*Proficient*) C, C++, C# | (*Intermediate*) JS, Typescript, Lua

Game Development: Engine Architecture, 2D Physics, Gameplay, Tools, Graphics, Unity3D

Soft Skills: Team worker, Dedicated, Proactive, Autonomous

Languages: Spanish(*Native*), English(*Proficient*)

+ PROFESSIONAL EXPERIENCE

NINTENDO SOFTWARE TECHNOLOGY, General Programmer

Jun 2015 - Ongoing

Software and Game Development

- Gameplay programmer for unannounced project.
- Constant work with Designers, discussing and analyzing design documents and game features.
- Modifying existing codebase to accommodate for gameplay changes and new features.
- Collaborating on the design of game engines and new systems.
- Porting libraries for use on different platforms.
- Debugging on 3DS console.

TYREN, Lead Programmer

Dec 2011 - Jul 2013

Management Solutions and Enterprise Resource Planning

- Designed and developed Point of Sale Module for Eagle ERP (main product).
- Redesigned Eagle ERP to have a personalized implementation for different clients.
- Created HR Module for Eagle ERP to manage payrolls and check-in / out times using Biometrics and ID cards.
- Developed PHP Web Application for Massive SMS Messaging Service.

ADEGP, Programmer

May 2011 - Dec 2011

Enterprise Resource Planning Systems

- Ported Client software for SIRE ERP (main product) to C#, making it accessible from a browser to over 100 clients.
- Developed Web Application for generating Electronic Commercial Invoice.

+ SELECTED STUDENT PROJECTS

Meowgic!

Sep 2014 - Apr 2015

Multiplayer PVP Third Person Shooter Game, Team Producer.

- Implemented 3D Collision Detection and impulse-based resolution.
- Designed and integrated systems such as Audio, UI and Input.
- Assisted team members with engine architecture and logic issues.
- Created in-game Level Editor, facilitating level design to Game Designers.

Whitepaper: Distributed Learning Multi-Agent System

Jun 2013

Machine learning whitepaper, Implemented algorithms for data analysis and machine learning

- Worked with multiple peers and instructors
- Implemented and optimized several algorithms used in the whitepaper

+ EDUCATION

MS In Computer Science

DigiPen Institute of Technology

Aug 2013 - May 2015

Masters in Artificial Intelligence*

Universidad Veracruzana

Aug 2012 - Aug 2013

BS in Computer Systems, Engineering, and IT

Universidad Anahuac Campus Xalapa

Aug 2007 - July 2011