Jose Manuel Bermudez Gomez

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San Luis Potosi, Mexico

PROFESSIONAL SUMMARY

Highly motivated and technically proficient professional transitioning from game development to data analysis. Strong analytical skills and a passion for uncovering insights to drive data-driven decision-making. Completed comprehensive training in data analysis through Google's Data Analytics Certification program. Seeking an opportunity to apply my skills in a challenging environment.

SKILLS

- Data Analysis & Visualization: Excel, SQL
- Data Cleaning: Data preprocessing, handling missing data
- Programming: C#, Javascript, CSS, HTML
- Analytical Skills: Pattern recognition, data-driven decision-making
- Tools: Spreadsheets, BigQuery, JIRA, Selenium
- Soft Skills: Effective communication, problem-solving, collaboration

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PROFESSIONAL EXPERIENCE

Blue Gravity Studios   **April 2024 - June 2024**
Game Developer (Internship)
- Collaborated with Unity Technologies to implement a seamless multiplayer experience.
- Applied agile methodologies to manage and execute game development projects.

                                                                                          May 2023 - March 2024
Hexfork
Lead Game Developer (Internship)
- Prototyped game concepts and mechanics, demonstrating creativity and innovation.
- Incorporated industry trends and feedback into design decisions.
- Provided mentorship to junior team members..

Vibing Studios   **May 2022 - April 2023**
Game Developer (Contract)
- Analyzed player data and feedback to inform design decisions and improve player engagement.
- Developed and refined game mechanics for various projects, ensuring alignment with project vision and goals.
- Collaborated with cross-functional teams to execute high-quality level designs.

Fyware   **August 2021 - April 2022**
Unity Developer (Contract)
- Led brainstorming sessions to define core gameplay mechanics, ensuring alignment with project objectives and player engagement.
- Coordinated with project stakeholders to define demo objectives, ensuring alignment with project
- milestones and client priorities.
- Created functional demos for clients, considering usability, functionality, and performance issues within
- the Oculus Quest 2 environment.
- Planned early playtesting efforts to identify and address potential VR-specific issues, such as motion sickness or performance bottlenecks.