

Cesar Solis Galindo

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Product Manager / Creative director

Passionate Engineer with **10+ years** of experience on multiple roles:

- PM, Creative Direction (4+ years)
- Software development (4+ years)
- Game design (3+ years)

Worked in multiple industries including film, **Software** and **Video games**.

EXPERIENCE

Creative Director & Product Owner

Supernova Games - Fulltime
17 months - Current

Sr. UE gameplay p.

Xseed - contractor
7 months, Apr 2023 – Oct 2023

C++ Senior Software Development Engineer

Thomson Reuters
10 months, Nov 2021 – Aug 2022

Full Stack Web Dev. Teacher

SGF Global & Tec de Monterrey
7 months, Nov 2021 – May 2022

.NET Software Development Engineer

Audatex Solera
15 months. Aug 2020 – Nov 2021

Producer

Metraje
24 months. Aug 2016 – Nov 2018

Programming Languages

C++, C#, Java, SQL, React, JavaScript, TypeScript, HTML, CSS

Game Engines

Unreal Engine 4 & 5, Unity, Godot

Frameworks & Tools

.Net Core, OpenGL, Git, Mongo, Jira, Pivotal, Kibana, Asana, google suite, NodeJS, Confluence, Visual Studio, Vicon and Optitrack MOCAP Systems, Tableau, VR, AR, Plastic CM, Perforce

B.S in Computer Science and Engineering

Universidad Anáhuac México
2015 – 2020

Production & Management

- Managed **multidisciplinary and remote teams of 15-70** in simultaneous Game development projects. Owning the vision, and production process from ideation and pitch to delivery
- Responsible of **day-to-day production** for multiple global cross functional teams in Games and tv projects following SCRUM or **Agile Methodologies**.
- **Defined roadmaps**, milestones and sprints for all areas of development, defining the release strategy for over 5+ games.
- **Client relationship manager**, Analysing requirements, deliverables, communication with the team, feedback, and impact of the project.
- Owner of business relationships and pitches for 5+ games on **international gaming events** in the US and Japan

Technical Proficiency & Game Development

- Developed the **architecture analysis and technical design** needed to add new features, evaluating impact and requirements, **Defining User stories in Jira**, becoming owner of the feature.
- Designed combat systems, **core gameplay loops**, game modes and other gameplay systems from ideation to delivery and polish
- Owner of **Design documentation**, from pitch and concept presentation to high concept design, GDD and polish requirements

Communication & Leadership

- Facilitated all **SCRUM rituals** (Daily stand-up, Sprint Review, Sprint Planning, etc.) for a global team on multiple development projects.
- Active participation and design of **Team's code reviews**, giving and receiving feedback in search of improving our practices and processes.
- Created **multiple onboarding processes** for engineering team including documentation, roadmap, videos, and meetings.

Game Development Projects

Creative Director & Lead Game Designer | Supernova Games|

- Star plunder: Third person shooter MMO, [Link to project](#)
- Vision Holder and Lead Designer for over 6 projects (AA & AAA) across multiple genres [Horror, Shooter, RPGs, strategy, MMO].

Lead Game designer | Playside | Battle Royale

- Beanland by Dumb Ways to Die. Designed 2 Game modes, Gear System, Core loop among other core gameplay systems, [Link](#)

Senior Gameplay Programmer | Nexxyo labs | MMO RPG

- Third Person Shooter MMO RPG, Owner of player movement and abilities with Gameplay ability system. [Link to the project](#)

Technical Game Designer | Ink Stories | contractor, Narrative VR adventure

- Narrative VR experience about Racial Discrimination in the US. Joined at late stages of production for Bug fixing and final level. [Link](#)

Technical Game Designer | Rehabilitation center U. Anahuac | Serious Game

- Positive reinforcement project involving a game that uses a MOCAP system as interaction method for patients with Parkinson's disease.