
ALDO FUENTES



ALDO.FUENTES@GMAIL.COM



(+521)55-2186-9395



[HTTPS://WWW.LINKEDIN.COM/
IN/ALDO-EDUARDO-FUENTES-
MILLAN-7193362/](https://www.linkedin.com/in/ALDO-EDUARDO-FUENTES-MILLAN-7193362/)

PORTFOLIO:
ALDOFUENTES.XYZ

OBJECTIVE

Growth as game developer-
designer and make games

APTITUDES

Im a programmer with high
knolge of game engines Unity
and Unreal engine.

Developer of backend with C#,
Ruby on Rails and Flask.

Self-learner and very formal
with my job

EXPERIENCE

GAMEDESIGNER, PROGRAMMER, PRODUCER AT THE-BIGKEY STUDIO **[\(GAMES.THE-BIGKEY.COM/\)](http://GAMES.THE-BIGKEY.COM/)**

January 2020 – Actual

I work in game development and VR experience developer, I made
3 games for mabole and PC and VR experience including all
process pipeline for UN.

In this studio I lead 5 persons including artist, programmers etc.

PROJECT LEADER, PROGRAMMER, GAMEDESIGNER AT FOURBOXES **[\(FOURBOXESINNOVATION.COM\)](http://FOURBOXESINNOVATION.COM/)**

June 2019 – December 2020

In this company I made Serius games for training in Banks including
mobile apps and VR Training. I make GameDesign analytics also
programing in Unity and Unreal Engine.

In this company I lead 12 persons including programmers, artist,
musicians etc.

CTO AT CLORO APPS

March 2016 – June 2019

In this company I made a lot of projects including Games for BTL
for an international ophthalmology lab, training games for customs
broker here in Mexico, ad serious games games for a government
department of sanity in Mexico.

And other projects of innovation lake Photo stations for Canon
and Web systems

In this company I lead around 20 persons includen project leaders,
programmers, artist, UX/UI designers etc.

DEVELOPER AT COCOLAB **COCOLAB.MX/#INICIO**

September 2010 – February 2015

Here I made software for video mapping, inventory control and
stage control including electronics



EDUCATION

COMPUTING ENGINEER AT UAM AZCAPTZALCO

I start the career at UAM Azcapotzalco in 2007

OTHER PROJECTS

I am co-founder of an initiative called CREADOR-STREAM in this initiative we bring an approach students of middle and high school to an professional tools of developing, with focus in game development and Esports.

We work with US Embassy in Mexico and the Benjamin Franklin Library for bring workshops

creator-steam.org

