

FERNANDO GABRIEL RODRIGUEZ MENDOZA

Unity Game Developer | Programmer | Game Designer

@spectragxdev@gmail.com <https://spectragx.itch.io/> <https://github.com/SpectraGx> San Luis Potosí, México

PROFILE

Unity Game Developer focused on gameplay programming, mechanical polish, and player feel. Experienced in building complete gameplay systems from prototype to playable demos, collaborating in small indie teams, and iterating based on feedback. Strong interest in cozy and systems-driven games, with experience in Unity 2D/3D, UI integration, and technical problem solving.

PROFESSIONAL EXPERIENCE

10/2024 - Present

San Luis Potosí, México

● **Lead Programmer / Programmer**

Gamespiration

<https://gamespiration.itch.io/top-faith>

- Lead programmer on TOP FAITH, an arcade racing game (GameJam+ Brazil 2024 semifinalist).
- Developed vehicle movement systems, procedural track generation, VFX, and collectible systems.
- Optimized assets and integrated third-party Unity Asset Store tools.
- Maintained technical documentation and supported performance improvements.



02/2024 - 09/2024

San Luis Potosí, México

● **Programmer**

XS StudioGames

- Implemented gameplay mechanics in Unity (playable characters and NPCs).
- Designed and developed dialogue systems and UI/UX features.
- Assisted with optimization and porting projects across Unity versions.
- Participated in teaching and developing Unity game development courses.



EDUCATION

2022 - 2026

● **B.A in Game Desing and Devopment**

Universidad Cuauhtémoc San Luis Potosí

2018 - 2021

● **Technical Degree in Programming**

CBTis No. 121

TECHNICAL SKILLS

Languages & Engines

C#

Unity

Unreal Engine

Git/GitHub

HTML

CSS

JS

Architecture & Patterns

Object Pooling

Singleton

Observer

Scriptable Objects

State Machines

Event System

Tools & Software

Photoshop

Illustrator

Premier

After Effects

Trello

Maya

LANGUAGES

Spanish

Native

English

Professional

Portuguese

Basic

PROJECTS

Magical Flavour - Lead Programmer / Game Designer / Project Manager

📅 05/2024 - Present

🔗 <https://spectragx.itch.io/magical-flavour>

- Cooperative chaotic simulation game inspired by Overcooked.
- Implemented core gameplay systems, local multiplayer, order management, UI/UX, and particle systems.
- Publicly playable demo available.

PlushOut - Lead Programmer / Game Designer / Project Manager

📅 04/2025 - Present

🔗 <https://kickstarter.com/projects/plushcraftstudios/plushout>

- Arcade racing game with a plush goth aesthetic.
- Developed arcade-style movement, AI behaviors, checkpoint systems, vehicle selection, and system integration.
- Successful Kickstarter campaign; demo is in development.

BUBBLE ABYSS - Programmer / Game Designer

📅 01/2025

🔗 <https://elxavi.itch.io/bubble-abyss>

- Arcade platformer created for Global Game Jam 2025.
- Implemented player movement, oxygen system, global leaderboard, and procedural level generation.

Feather Thieves - Programmer / Project Manager

📅 08/2024 - 11/2024

🔗 <https://spectragx.itch.io/feather-thieve>

- 3D prototype inspired by Little Nightmares.
- Developed character movement, AI using NavMesh, puzzle systems, interactive ropes, and checkpoints.