

# Jesús Ángel Neri Hernández

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## Education

### Universidad Iberoamericana León

B.A. in Digital Interactive Design

Relevant Coursework: Programming, 3D Modeling and Animation, Audiovisual Production

León, GTO

2022–2026

### Universidad de Guanajuato

B.Sc. in Computer Science (1 year completed)

Relevant Coursework: Algorithms, Data Structures, Statistics

Guanajuato, GTO

2021–2022

### Instituto Leonés High School

Bronze Medalist, 12th National Physics Talent Competition

León, GTO

2017–2020

## Experience

### 12 Line Inmobiliaria

*Web Developer and Brand Designer*

León, GTO

Oct 2023 – Jun 2024

- Designed and deployed a fully responsive real estate platform using React and MongoDB, supporting dynamic property listings and multimedia content.
- Established the company's brand identity from scratch, including logo, color palette, and visual style guide.
- Directed and produced media assets: high-resolution photos and promotional videos.
- Implemented backend integration for real-time updates, property management, and search/filter functionality.
- Managed and optimized Meta (Facebook/Instagram) ad campaigns to increase property visibility and client engagement.

### SOC Calolo

*Digital Content Strategist and Media Producer*

León, GTO

May 2024 – October 2024

- Produced promotional video content tailored for social media platforms to increase audience engagement.
- Delivered educational sessions on Meta (Facebook/Instagram) Ads, explaining campaign strategies and performance metrics.
- Advised on effective content strategies for social media, including posting frequency, tone, and visual style.

### Sivoz

*Software Development Trainee – .NET MAUI Applications*

León, GTO

Dec 2024 – May 2025

- Contributed to the development of cross-platform financial applications using C# and .NET MAUI.
- Assisted in integrating RESTful APIs for account data retrieval, transaction history, and secure authentication.
- Participated in agile development practices, code reviews, and debugging alongside senior developers.
- Gained practical experience in MVVM architecture.

# Selected Projects & Portfolio

## Technical Projects

### MyEngine

C++ | OpenGL | OOP

2025

[github.com/jesusneri1024/myengine](https://github.com/jesusneri1024/myengine)

- Developed a modular C++ graphics engine template using OpenGL 4.1 Core Profile, GLFW, GLAD, and GLM.
- Implemented a structured architecture with custom classes: **Application**, **InputManager**, **Camera**, **Shader**, **Model**, and **Mesh**.
- Enabled 3D model loading with ASSIMP and real-time rendering using VAO/VBO/EBO for performance.
- Built with CMake for cross-platform compatibility and clear code organization.
- Designed for experimentation with real-time graphics, custom shaders, and input systems.

### SynapseRunner

Unity | C# | Procedural Generation

2025

[github.com/jesusneri1024/SynapseRunner](https://github.com/jesusneri1024/SynapseRunner)

- First-person endless runner set in a retro-futuristic cyberpunk world with low-poly PS2-style visuals.
- Developed a procedural terrain generation system to create infinite, progressively challenging environments.
- Implemented responsive FPS controls, shooting mechanics, and upgradeable abilities based on collectible resources.
- Managed collaborative development using Git, GitHub branches, and pull requests for version control and teamwork.

## Creative Portfolio

### Mentes en Juego (Documentary)

DaVinci | Production

2024

- Produced and co-shot a short documentary exploring mental health in athletes.
- Coordinated logistics, crew management, and scheduling throughout all production phases.
- Operated camera during selected scenes, working with Blackmagic equipment and RAW formats.
- Led post-production editing and color grading in DaVinci Resolve for a cinematic final product.

### 3D Modeling Reel

Maya | Hard-Surface Modeling

2024

- Demonstrates modeling of vehicles and architectural props with polygonal topology optimized for animation.
- Emphasis on clean edge flow, mid-poly techniques, and accuracy in proportion and scale.

### 3D Character Animation Reel

Maya | Rigging | Animation

2025

- Focused on body mechanics, expressive motion, and camera work using fully rigged characters.
- Includes original rig adjustments, skin weighting, and pose-based animation sequences created in Maya.

## Skills

**Languages:** Spanish (Native), English (C1)

**Programming Languages:** C++, C#, Python, JavaScript, SQL

**Technologies & Libraries:** OpenGL, GLSL, OpenCV, MongoDB, .NET MAUI

**Game Development:** Unity 3D, Visual Studio, Git, GitHub

**Creative Tools:** Maya, Blender, Photoshop, Lightroom, DaVinci Resolve, Premiere, After Effects

**Platforms:** Windows, Linux, AWS, DigitalOcean