

# MAURICIO NAVARRO GONZALEZ



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47140, San Miguel el Alto JAL



[About Me](#)

## EDUCATION

Ingenieria  
**Universidad De Guadalajara**, San Juan De Los Lagos  
August 2022 - Current

## LANGUAGES

English

Upper intermediate (B2)

Spanish

Bilingual or Proficient (C2)

## SOFTWARE

Unity

C#

Python

Unreal Engine 5

## PROFESSIONAL SUMMARY

Motivated Engineering student with a strong foundation in game development and physics simulation. Proficient in Unreal Engine 5, Unity, and programming languages including Verse, C++, and C#. Experienced in leading independent game projects and developing complex interactive simulators. Seeking a part-time internship as a Verse Programmer to leverage technical skills and contribute to innovative development teams.

## EXPERIENCE

January 2026 - Current

**C111 Studios - Becario en programacion Verse**, Guadalajara, JAL

- Assisted in daily operational tasks to support team objectives.
- Collaborated with team members to improve workflow efficiency.
- Conducted research to inform project development and execution.
- Developed documentation for processes and best practices.

## SKILLS

- |   |  |
|---|--|
| <ul style="list-style-type: none"><li>Testing and validation</li></ul>            | <ul style="list-style-type: none"><li>Object-oriented programming</li></ul>  |
| <ul style="list-style-type: none"><li>API integration</li></ul>                   | <ul style="list-style-type: none"><li>Scripting languages</li></ul>          |
| <ul style="list-style-type: none"><li>Game development</li></ul>                  | <ul style="list-style-type: none"><li>Strong problem solving</li></ul>       |
| <ul style="list-style-type: none"><li>Version control systems</li></ul>           | <ul style="list-style-type: none"><li>Teamwork and collaboration</li></ul>   |
| <ul style="list-style-type: none"><li>Microsoft office</li></ul>                  | <ul style="list-style-type: none"><li>Multitasking Abilities</li></ul>       |
| <ul style="list-style-type: none"><li>Programming languages: C#, Python</li></ul> | <ul style="list-style-type: none"><li>Adaptability and flexibility</li></ul> |

## CERTIFICATIONS

- Unreal Engine 5.3 Fundamentals** - U-Echo Training Center (2025)
- Unity 2D Dungeon Gunner Roguelike Development Course** - Udemy (November 2025)
- Materials in Unreal Engine** - U-Echo Training Center (2025)