

Calixjumio

Gamedev

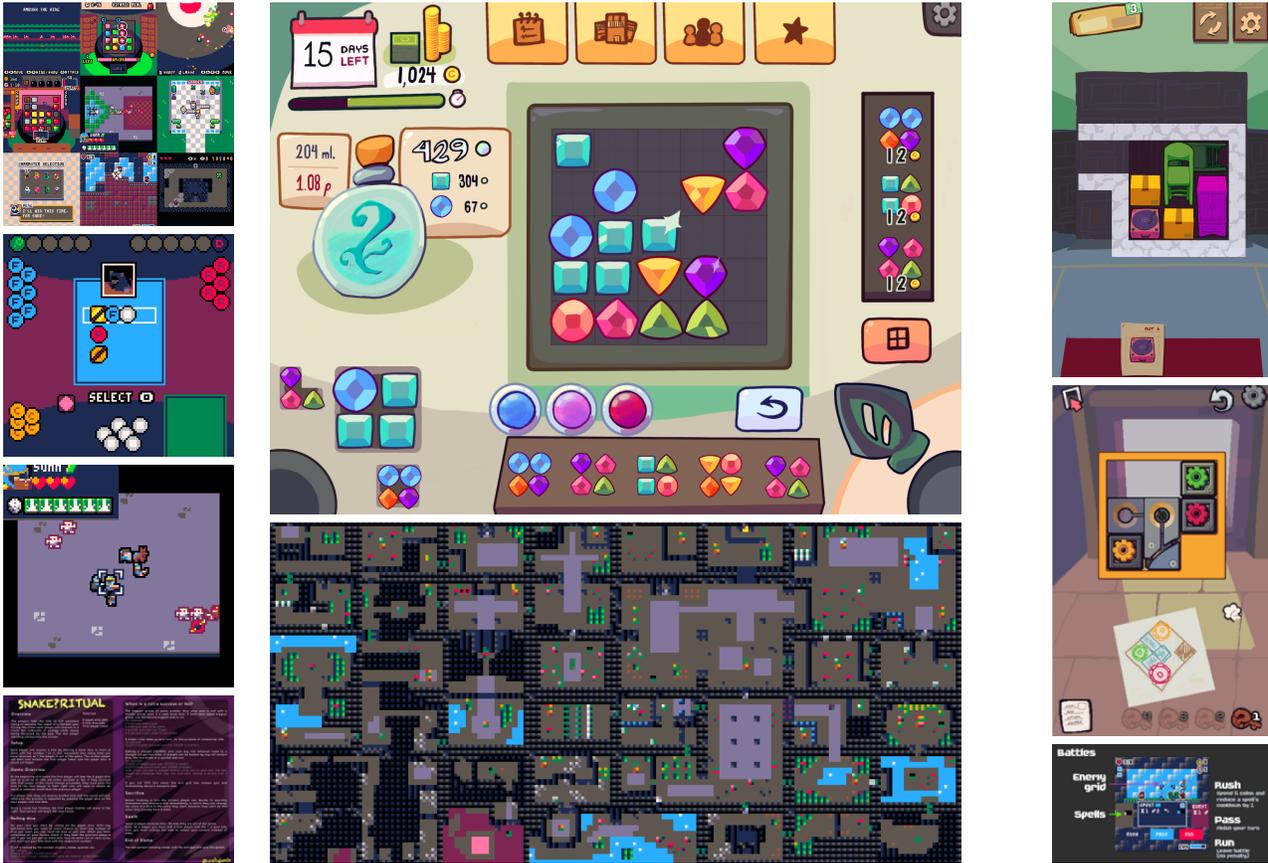
Hi! I'm @calixjumio

Thanks for checking out my website. I make stuff!, if you feel I could be a good addition to your team hit me up at cesar.doga@gmail.com or [@calixjumio](#), *(y si hablas español o eres de México te invito al discord de INDI-ES, nos encantaría tenerte ahí!)*

I'm a developer from México with some hats on me:

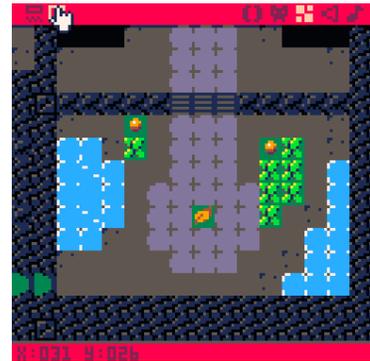
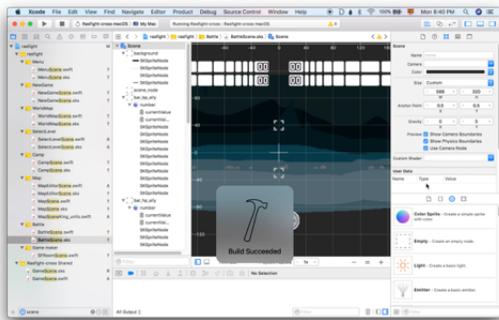
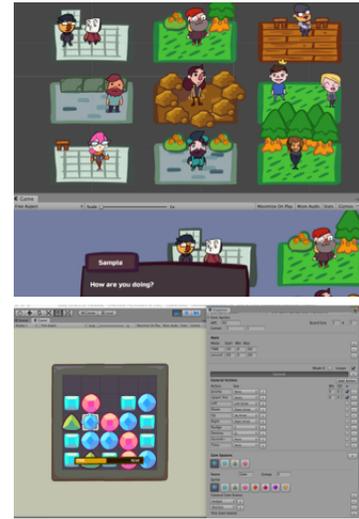
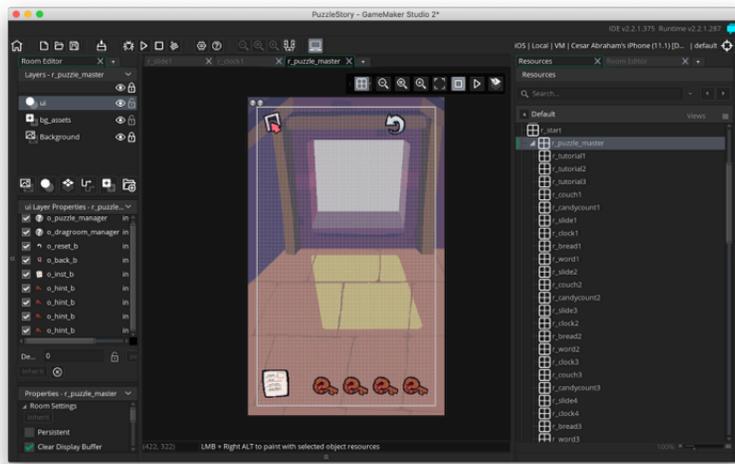
Game Designer

I like designing systems, making levels, ui, and tying up the moving parts of a game.



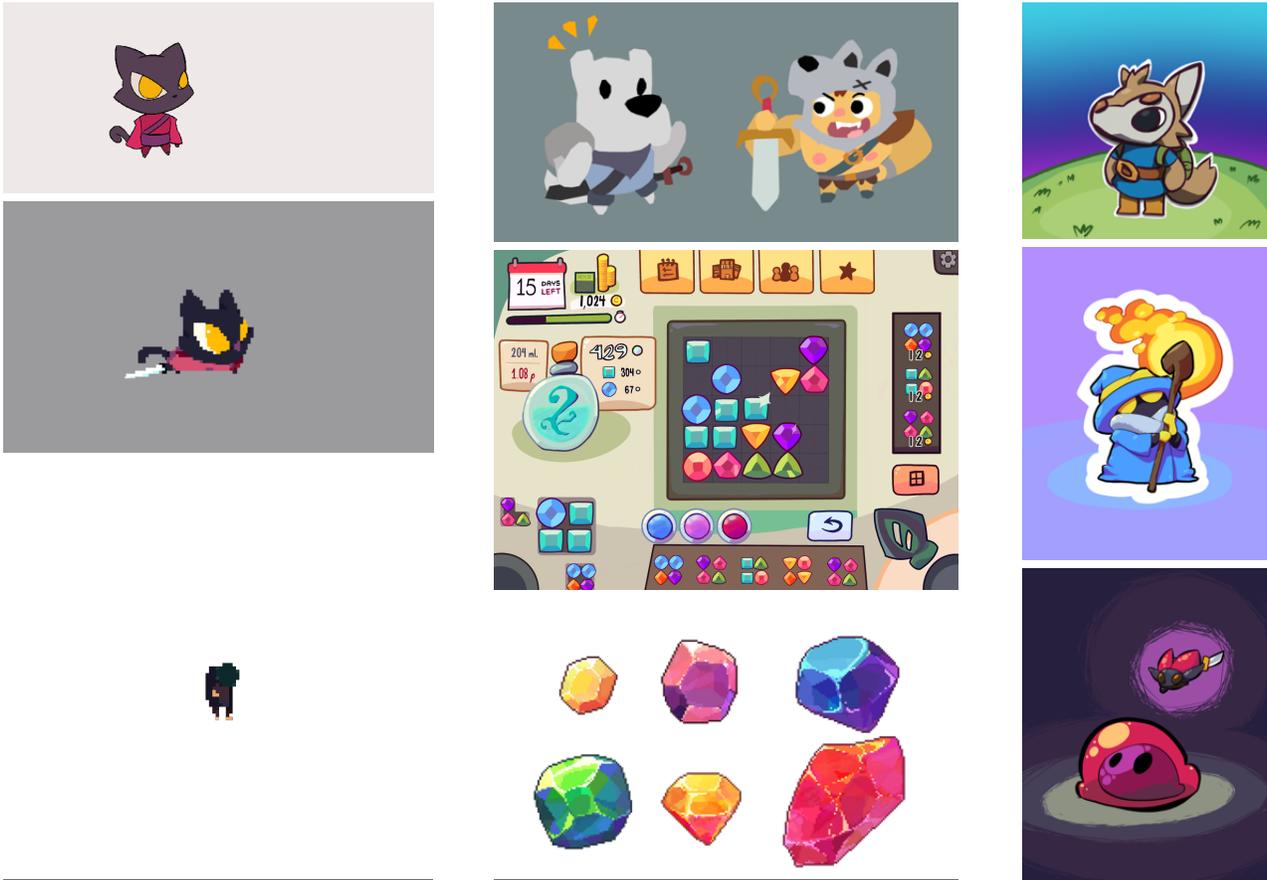
Programmer

I like creating tools for others, or myself, to help or ease developments. Tools like level editors, parsers, templates, you name it (I used to make apps!). I also have a keen eye for juice and polish.



Artist and Animator

I have a particular love for pixelart and snappy effects or animations.

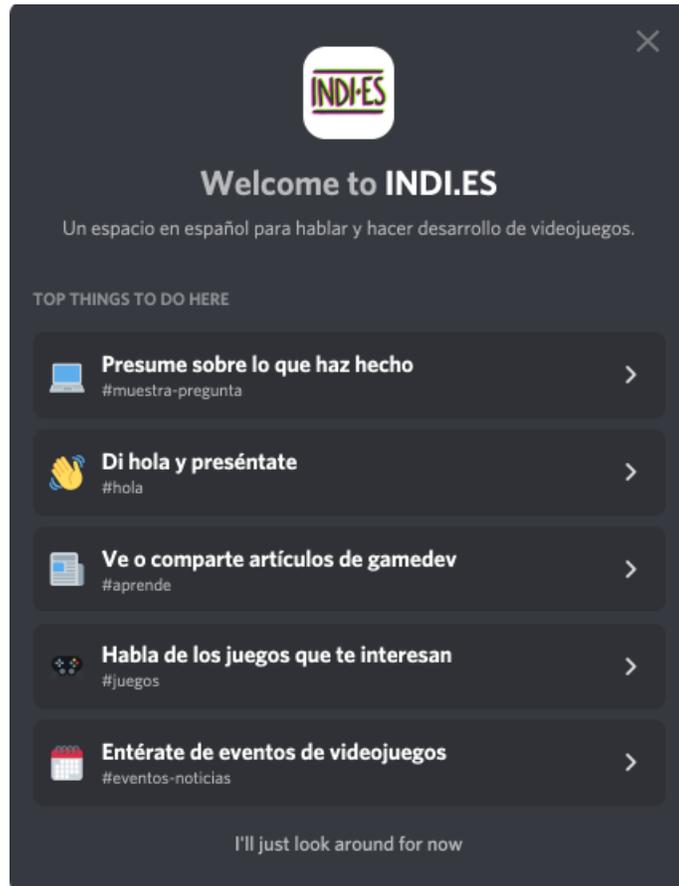
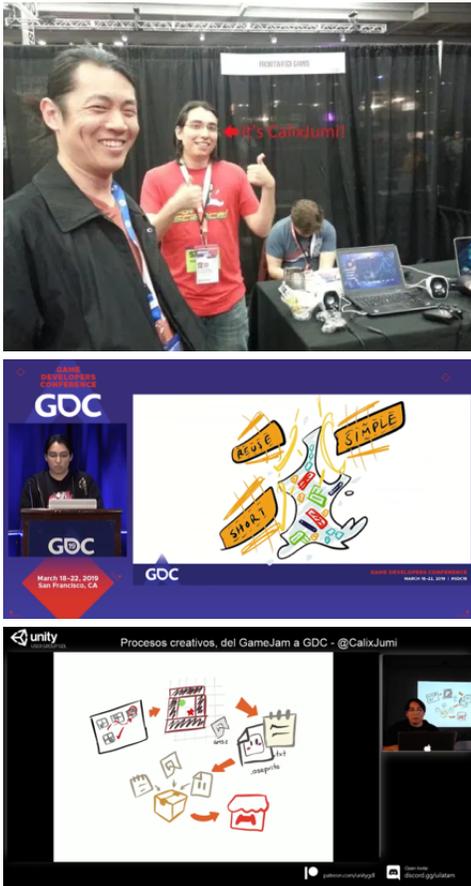


Unity, Game Maker Studio 2, XCode*, Pico8 – Lua

**For XCode I use SpriteKit (2d native game engine), and UIKit (regular app stuff)*

Community Member

I'm an admin on a gamedev discord and I'm interested in making the Mexican gamedev community grow. *Si hablas español o eres de México te invito al discord de INDI-ES, nos encantaría tenerte ahí!*



App Developer

I'm a Sr. iOS Developer with 7+ years of experience, have done around 20+ apps for clients, and integrated systems, methodologies and tools (software) into the company for better workflow between departments.

Thanks for reaching out this far!, for any inquiry feel free to contact me at:

mail: cesar.doga@gmail.com

twitter: [@calixjumio](https://twitter.com/calixjumio)

Website Built with WordPress.com.

