

# CÉSAR DOMÍNGUEZ GARZA

SENIOR IOS DEVELOPER ☎ +52 811 019 7551

## ◦ DETAILS ◦

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## ◦ SKILLS ◦

Unity / C#  
XCode / Swift  
Game Design  
Game Maker / GML  
Pico8 / Lua  
Scrum  
Git  
Sketch  
Aseprite  
Procreate  
Zeplin / Invision  
node.js

## ◦ LINKS ◦

[Twitter](#)  
[Website](#)

## 👤 PROFILE

I'm an iOS Developer with 7 years of experience. Have worked in a multitude of apps for companies including: banks, marketing strategies, employee tools, video editing and many others. My activities have included training and managing people, test and implementation of new tools and methods and UI Design.

## 📁 EMPLOYMENT HISTORY

### Game Developer (Unity) at NCite, México City

September 2019 — May 2020

Programmer for Vikidz, a math teaching game. Giving support and new features for the product.

### iOS Developer at Wesay, México City

September 2017 — June 2020

Developer for the iOS version and later UI design for Wesay, an app for in-company communication using video.

### iOS Developer / Mobile Tech Lead at CloudSourceIT, Nuevo León

February 2012 — October 2017

Main iOS Developer, and later Mobile technical leader. Developed over 20+ apps for iOS, iPad and Apple watch. Tested and implemented new methodologies and tools for our workflow, responsible for incorporating technologies to the company, estimating development times and overall quality of the product.

## 🎓 EDUCATION

### Mechatronics Engineer, Facultad de Ingeniería Mecánica y Eléctrica, Nuevo León

2006 — 2011

## ⚙️ COURSES

### FORMAL DESIGN METHODS: FORMALISM AND DESIGN, The Interaction Design Foundation

June 2017

### Human-Centered Design: an Introduction, UC San Diego (Coursera)

March 2016

### Certified Scrum Master, Scrum.org

February 2014

## 🌿 OTHER ACTIVITIES

### Admin at INDI-ES

June 2017

We have a lovely indie developer community for spanish speakers or mexican developers. If you are one please join us [here!](#)

### Lessons from the Puzzle-a-Day Design Challenge at GDC 2019

March 2019

A talk about my 2018's #devtober about making playable puzzles every day, made all the code in September and during October I did only level design and no code. The talk is [here](#) in the vault, but a lil about this story is [here](#).

**Game: A Day Off (Unity)**

June 2019

A mobile game made in 2-3 months, originally a game jam that became a daily puzzle challenge, then a sticker and a 10 min GDC talk to finally become a cozy game about pushing furniture. <https://calixjumio.me/a-day-off/>