



HEINZ DUBOIS VERA

Nationality: Peruvian Birth: November 21, 2001 Gender: Male

Generalist with strong affinity with game design, programming and narrative, dedicated to crafting worlds and characters that resonate. I graduated from the Communications program at the University of Lima, where I established a student organization focused on video game development and developed a video game prototype as part of my professional experience. I view myself as an analytical individual with strong leadership, teamwork, and project management abilities, aiming to provide resources for those eager to learn about video game development.

CONTACT

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DIGITAL COMPETENCES

- Production and Narrative**
Notion | Discord | Trello | Twine | Scrivener | Obsidian
- Adobe Creative Cloud**
Photoshop | Illustrator | After Effects | Premiere Pro
- 2D and 3D design**
Blender | Figma (Advanced) | Mixamo | 3ds Max | Rive
- Programming**
Unity / C# | HTML & CSS | GitHub / GitLab | Unreal
- Microsoft Office**
Word | Excel | PowerPoint
- Google Workspace**
Google Docs | Google Sheets | Google Slide
- Sound**
FMOD | Wwise | Reaper

AI
ChatGPT | GitHub Copilot | ComfyUI

Video Post-Production
DaVinci Resolve

INTERPERSONAL SKILLS

- Leadership and collaboration within work teams
- Critical and strategic analysis
- Creativity and Innovation
- Conflict resolution

LANGUAGES

- MOTHER TONGUE:** Spanish
- ENGLISH (FCE Cambridge)**
LISTENING B2 READING B2 WRITING B2
USE OF ENGLISH C1 SPEAKING B2
Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user
- ITALIAN (B1 Intermediate)**
LISTENING B1 READING B1 WRITING B1
USE OF ENGLISH B1 SPEAKING B1
Levels: A1: Basic; A2: Elementary; B1: Intermediate; B2: Advanced; C1: Advanced; C2: Advanced - Paronanza

PROFESSIONAL EDUCATION

- Bachelor of Communications**
Video Games and Applications Specialization
University of Lima [April 1, 2019 - December 12, 2024]
Address: Av. Javier Prado Este 4600, Santiago de Surco, 15023 Lima (Peru) | Field(s) of Study: Communication | Website: www.ulima.edu.pe/en | Final Grade: Fifth Year | Thesis: Narrative Video Game "Síntoma de Poder": Development of Initial Prototype
Achievements:
 - Enhance my expertise in the field through video game development and programming courses within the Systems Engineering degree.
 - Establishing a circle focused on video game development, I organized sessions, invited guests, and, most importantly, conducted an internal Game Jam.

PROFESSIONAL EXPERIENCE

- OWMS external consultant for Oracle**
360 Supplies Solutions [July 2025 - January 2026]
City: Lima | Country: Peru | Sector: Technology and warehouse management.
 - Builded and distributed python applications that accelerated the data extraction pipeline from hours to minutes.
 - Design pipelines using REST API on OWMS.
 - Organized and leader consultants groups to achieve specific tasks.**Achievements:**
 - Reduced data import time from 8h to 10min through a Python automation pipeline connected to OWMS APIs.
- Game Designer**
Boomware Technologies [August 7, 2024 - June, 2025]
City: Lima | Country: Peru | Website: boomware.pe | Sector: Entertainment and Technology
 - Management and oversight of the organization through weekly sprints and milestones for the work team of the video game: [Cinema Panic 3](#).
 - Accountable for the design and calibration of game systems and mechanics for Cinema Panic 3.
 - Design of the game flow and UX applied at the UI and gameplay of different systems.
 - Responsible for overseeing the team's Notion database.**Achievements:**
 - I developed a database in Notion for the team to organize tasks, document feedback, and assess their importance, urgency, and status. This initiative was in accordance with the company's methodology.

- Communication Intern**
Information Technology Learning Laboratory (ITLAB) at the University of Lima [June 12, 2023 - June 30, 2024]
City: Lima | Country: Peru | Website: ulima.edu.pe/tags/it-lab | Sector: Education and Technology
 - Design of graphic and audiovisual materials intended for both internal and external use of the laboratory.
 - Development of two-dimensional assets, three-dimensional modeling and animation, design of user interface systems, and their implementation within the Unity graphics engine.**Achievements:**
 - I developed a database in Notion utilizing SCRUM for the management and oversight of application and video game projects.
 - I assisted the laboratory during the OPEN ULIMA events in 2023 and 2024 at the Faculty of Systems Engineering.

Video Game Society of the University of Lima

- [April 2023]

- Volunteer personnel during the event's development.
- I was responsible for overseeing the other volunteers.

- English instructor for a cohort of students aged 10 to 16 years.

- Intensive virtual program

- Course in Harvard EdX

- Domestika Program

- Course and Packt

- I volunteered and assisted with both the execution of the dynamics and the event preparation.

- I participated with my video game Tom8-O, which won the awards for “Best LATAM Game,” “Best Educational Game,” and “Fun for Thought.”

- I conducted an in-person session at the University of Lima, attended by a group of 30 individuals.

- I volunteered and assisted in the execution of activities and the organization of the event.

- Updated the Unity Project and XR Meta Development Suite from 2021 version to 2025.
- Enhanced the graphics of the game using customized shaders and particles.
- Migrated python's ML model to Unity's ML and AI module: Sentic.
- Showcased the game in the Swissgames (Pro Helvetia) stand during Gamescom 2025 in Köln, Germany.

- I developed gameplay systems, including combos, decorations, and infinite levels. I created wireframes and preliminary designs to enhance the team's understanding of these concepts.
- I oversaw sprint planning, database management, and milestone planning to ensure the team was aligned with achievable objectives.
- I monitored the game's development, offering essential feedback for the adjustment and refinement of its various elements.

- I was part of a team comprising 13 students and alumni from the University of Lima.
- Received awards in the categories of "Best LATAM Game", "Best Educational Game", and "Fun for Thought".
- On the team, I served as a producer, UX and UI designer, and Unity programmer.

- I designed the narrative structure based in branching and the system to embrace the complexity of it.
- I developed and programmed tools that enhanced the maintenance and adaptability of the gaming systems using agentic AI.
- I was responsible for designing, programming, and implementing the game systems within the Unity graphics engine.

- Oversaw the event's production, which included coordinating with the university institute, planning activities, managing inventory, and providing technical support throughout the event.
- Successfully recruited a quantum physics specialist to assist the teams developing video games for the event.

- Organized by the University Center of the Lakes at the University of Guadalajara, Mexico.
- I delivered the presentation titled "Game Jam +: The Value of Taking the Next Step," which served as the opening session of the conference.

- Panelist alongside the remaining members of the victorious team from the University of Lima at Game Jam Plus 23-24.
- We discussed our experiences at Game Jam Plus, our respective roles, and how they contributed to the team's success.

- Artistic composition
- Crafting Fantasy Realms
- Draw
- Develop instruments for projects