

Becker Ismael Lucas

Computer Engineer | Age: 22 Years

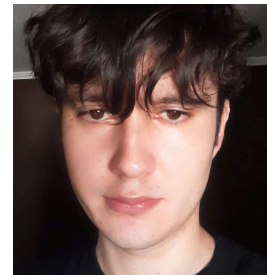
Oberá, Misiones, Argentina

Jumping Kingdom (Independent Personal Game Development Brand & Portfolio):

<https://jumpingkingdom.com/>

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Summary

Computer Engineering graduate with 9 years of hands-on experience developing games and interactive systems, focused on gameplay programming. Strong background in C/C++, game logic, and multiplayer systems through personal and academic projects developed with Unity and GameMaker Studio. Interested in C++ game development roles, including frameworks such as Cocos2d-x, with a strong focus on scalable gameplay systems.

Education

- **Ingeniería en Computación - Universidad Nacional de Misiones (UNaM)**
Computer Engineer – Graduated from the Faculty of Engineering of Oberá (March 2021/March 2026).
- **Carrera de Desarrollo Full Stack – Coderhouse**
In progress – Expected completion: September 2027, focused on full-stack web development including HTML/CSS, JavaScript, React, and backend API and server-side logic.

Developed Projects

- [MOBA Project \(Unity\)](#) – LoL-inspired gameplay system with AI, combat, turrets, and spawning.
- [MMORPG Project \(Unity\)](#) – 3rd-person medieval prototype with basic combat, navigation, and AI.
- [Masked Authority \(GameMaker, GGI 2026\)](#) – RTS about controlling unrest in a dystopian city.
- [Truco Online \(GameMaker + Python + SQL\)](#) – Multiplayer TCG with HTTP and backend game logic.
- [Code of Cards \(GameMaker\)](#) – Multiplayer TCG with social systems, shop, and deck management.
- [Battleships Online \(GameMaker\)](#) – Turn-based online battleship game with grid-based synchronization.
- [Galagaxian \(GameMaker\)](#) – Arcade space shooter with wave patterns and progressive difficulty.
- [Tetris \(GameMaker / GX Games\)](#) – Classic puzzle game with 20k+ plays and polished gameplay.
- [Galaxy Crusader \(GameMaker\)](#) – Horizontal shooter with upgrades, enemies, and progression systems.
- [Truck Project \(GameMaker, Mobile\)](#) – Top-down truck simulator with touch controls and physics.
- [Pseudo 3D Engine \(GameMaker\)](#) – Experimental pseudo-3D engine using trigonometric projection.
- [8 Ball Billiards \(GameMaker\)](#) – Physics-based pool game with basic cue and collision systems.
- [Zuma \(GameMaker\)](#) – Arcade marble shooter based on chain-matching mechanics.
- [Sonic Engine Project \(GameMaker\)](#) – Momentum-based platformer with loops, slopes, and speed.
- [Classic Puzzle \(GameMaker\)](#) – 200-piece jigsaw puzzle game focused on timing and interaction.

Technical Skills

- Game Development: *Unity, GameMaker Studio, Blender.*
- Programming: *Python, C/C++, C#, SQL, Bash, Matlab.*
- Network and Server Administration: *Winbox, MikroTik, GNS3, Linux, TCP/HTTP based multiplayer.*
- Web Development: *HTML, CSS, Bootstrap, Flask.*
- Other: *ESP32, Raspberry Pi, Arduino, MQTT, Node-RED.*