

Simon Lopez Jaramillo

GAME DEVELOPER / UNITY C# DEVELOPER

Game developer building VR training simulations, gameplay systems, engine workflows, and team-facing production tools. I like work where technical constraints, readable systems, and polished interaction all have to meet.

SUDBURY, ON, CANADA

CONTACT@LOART.DEV

LOART.DEV

LINKEDIN.COM/IN/SIMONLOPEZJ

LOARTDEV.ITCH.IO

EXPERIENCE

Unity C# Developer

NORCAT

SUDBURY, ON, CANADA

Working on creating VR training simulation for training and skill development.

2025 – PRESENT

Game Design Tutor

Cambrian College

SUDBURY, ONTARIO

As a dedicated student tutor, I facilitated learning across eight diverse classes within the game design curriculum.

JUN 2023 – APR 2024

SELECTED PROJECTS

Party Madness

2023

GAME DESIGNER / PROGRAMMER /
UNREAL ENGINE

Playfully sarcastic multiplayer party game with chaotic minigames and online sessions via Epic Online Services.

MULTIPLAYER PARTY GAME

ONLINE EOS

DIVINEME - Prototype

2024

GAME DEVELOPER / UNREAL ENGINE

Action prototype set in a dystopian world where the chosen champion restores a broken divine order.

ACTION PROTOTYPE ROGUELITE

CAPSTONE

Ascension: Belle's Offering

2024

GAME DEVELOPER / GAMEMAKER

Waking up in the underworld after death isn't quite what you'd expect.

2D GAMEMAKER SPEEDJAM

Space Drunk Journey

2026

GAME DEVELOPER / UNREAL ENGINE
5.7

Get home while drunk!

3D PLATFORMER GRAVITY SPACE

EDUCATION

Certificate in Unreal Engine Fundamentals

Coursera / Epic Games

Completed coursework on Unreal Engine fundamentals.

2025 – 2025

Certificate in Introduction to Game Design

Coursera / Epic Games

Completed coursework on game design principles, mechanics, and player engagement.

2025 – 2025

Game Design Diploma

Cambrian College

Graduated with honors.

2023 – 2024

SKILLS

UNITY C# VR SIMULATION

GAMEPLAY SYSTEMS

UNREAL ENGINE

NETWORKED SYSTEMS

EDITOR TOOLING

MOTION CAPTURE PIPELINE

GIT WORKFLOWS

PRODUCTION TOOLS

TRAINING SIMULATORS

TECHNICAL DESIGN

CHARACTER SYSTEMS

TEAM COLLABORATION

GAME MAKER

GAMEPLAY FEEL

ITERATIVE DESIGN

MOTION CAPTURE

CAPABILITIES

Simulation

- Simulation design
- VR development
- Training constraints

Game Systems

- Gameplay feel
- Mechanic prototyping
- Networked gameplay

Pipelines

- Mocap capture to engine
- Editor tooling

PROFILES

loart.devlinkedin.com/in/simonlopezjloartdev.itch.io