

# Esteban Huertas Gutiérrez

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- *Portfolio:* [www.estebanhuertas.xyz](http://www.estebanhuertas.xyz)
- *GitHub:* [github.com/SuckDuck](https://github.com/SuckDuck)

## Profile

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Self-taught developer with professional experience in industrial automation, PLC programming, and technical support. Outside of work, I mainly focus on game development, driven by a lifelong passion for games. I'm also interested in low-level programming and experimental hardware. I learn through hands-on projects and constant experimentation.

## Projects

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*CrazyMoles* – Rhythm/Memory Game

Godot (GDScript)

Playable rhythm-based whack-a-mole game. I handled all programming, UI design, and character animation. Mole patterns are synced to music using custom Python scripts and manual audio slicing. [Playable demo](#)

*Citrouilleville* – 3D Platformer Prototype

Unity (C#)

Proof-of-concept for a 3D platforming game. I built all core systems, implemented multiple mechanics, wrote custom shaders, did most animations and did some 3D modeling. [Video demo](#)

*MagicCups* – VR Minigame

Unity (C#), OpenXR

A VR minigame. I developed the entire project, from programming to art asset creation. [Video & details](#)

## Experience

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*Electromaz – San José, Costa Rica*

Sales → Integration Technician → Engineering Assistant

2021 – Present

Since joining Electromaz, I've progressed from sales to engineering, with occasional IT support responsibilities.

During my time here, I've worked on tasks such as:

- Sales and technical advising of electrical products
- Integration of control panels and industrial automation systems
- Programming of PLCs for automation tasks
- Configuration and communication of industrial equipment using standard protocols
- CAD design for parts manufactured via machining, laser cutting, and 3D printing
- IT support and user assistance

## Education

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*Technical Degree in Industrial Electronics*

CTP San Sebastián, San José, Costa Rica

2020

## Technical Skills

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Familiar with a wide range of tools and software beyond those listed

- *Languages:* C, Python, C#, GDScript, JavaScript, Bash
- *Tools & Engines:* Unity, Godot, Git, Blender, OpenXR, Docker, Flask
- *Databases:* SQLite, PostgreSQL, MongoDB
- *Environment:* Linux (daily use)
- *Development Skills:* Low-level programming, Game mechanics design, UI/UX implementation, API integration, Networking basics

## Languages

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- *Spanish:* Native
- *English:* Intermediate–Advanced – Fluent in technical reading and documentation