

Fernando Daniel Martínez Cortés

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EDUCATION

Universidad de Guanajuato (UG) — Salamanca, MX

B.A. in Digital Arts (in progress) | Expected graduation: December 2026

- Currently in 8th semester; current GPA: 9.4 / 10.0.

EXPERIENCE

Universidad de Guanajuato — Secretaría de Salud — Salamanca, MX

Developer | VR Mental Health App / Unity Interactive Experience | 2025–Present

- Collaborating with the University of Guanajuato and the Secretariat of Health on an augmented reality application for suicide prevention and mental health awareness.
- Implementing core functionality in Unity, with a focus on interactivity, runtime performance, and mobile-ready behavior.
- Serving as Graphics Programmer & Technical Designer for narrative shaders, including optimized outline, toon, and rim-light shader implementation for visual storytelling and rendering efficiency.
- Working closely with mental health professionals while receiving mentoring and training to address the topic with empathy and appropriate care.

Universidad de Guanajuato (DICIS) — Salamanca, MX

Scholarship Developer | AR | Unity Interactive Experience | Profesiographic Fair Outreach App | 2026–Present

- Developing an application for Universidad de Guanajuato profesigraphic fairs to support the dissemination of academic programs from the Division of Engineering (DICIS).
- Contributing through the Comunidad Universitaria scholarship program, translating institutional outreach needs into interactive digital communication tools.
- Organizing program information and visual content to improve clarity for prospective students during university fairs and orientation activities.

UG (DICIVA) — Postgraduate Program in Biosciences — Salamanca, MX

Developer | Official Web Page | 2025

- Developed and implemented the official website for the Biosciences graduate program of the University of Guanajuato.
- Integrated a content management system (CMS) to enable media and content updates without requiring technical expertise.
- Deployed the website on the University of Guanajuato's internal servers.

CONFERENCE PRESENTATIONS

Print, Multimedia & Web Technologies (PMW-2026) — Lviv-Kharkiv, Ukraine

Conference Participant / Co-author | 2026

- Co-author of "Resource-Efficient Shader Implementation for Immersive Narratives on Legacy Mobile Virtual Reality Platforms," listed under University of Guanajuato, Mexico, Department of Art.

PROJECTS

Android Drawing Application with OpenGL and NDI

- Developing an Android drawing application using OpenGL that streams the canvas over the network via NDI (Network Device Interface). Repository available on GitHub.

SKILLS

Technical: C++, Java, JavaScript, GLSL, HTML/CSS | Unity, Android SDK, ThreeJS, OpenGL
Specialized: Shader implementation, real-time graphics, performance-oriented visual systems, interactive media development

Languages: Spanish (native), English (conversational)

Interests: Graphics programming, software-hardware systems, video game development, problem solving, and quality-focused production.