

MARCELO HERRERA VÁSQUEZ

Digital Game Design Student

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EXECUTIVE RESUME

Gameplay programmer and video game designer specializing in Unity, currently in my final year of the Digital Video Game Design program. Founder of Plants Path Collective, passionate about emerging technologies such as procedural generation and animation. I have a strong ability to lead multidisciplinary teams and develop interactive narratives, always with the goal of creating social and cultural impact through innovative projects.

PROJECTS

Plants Path Collective

Aug 2024 - present day

Plants Path Collective (PPCo) was founded with the goal of establishing a developer identity for university game showcases. Since august 2024, the group has remained active with a rotating roster of members, launching a variety of projects ranging from horror games to role-playing games, striving to innovate and create memorable stories.

Coordinator, Gameplay Programmer y Game Designer (VR)

Car-Loop (Taller de Producción Profesional UNAB)

March 2025 - July 2025

- Design and programming in C# of the driving mechanics and non-linear narrative for Meta Quest 3 (PC).
- Implementation of a hand-tracking system for vehicle control, along with gesture recognition for responses from the dialogue system.
- Coordinating a multidisciplinary team of more than four people throughout the development cycle.

Coordinator, Gameplay Programmer

Hunters: Awakening (Taller de Producción Profesional UNAB)

October 2024 - December 2024

- Development of turn-based combat systems and character recruitment in Unity 2D.
- Creation of a narrative universe (“Hunters”) and a dialogue system using scriptable objects, which was later utilized and refined in Car-Loop.

EDUCATION

Digital Game Design

Universidad Andrés Bello (UNAB)

March 2023 - January 2027

TECHNICAL SKILLS

- **Programming Languages:** C# • Python
- **Game Engines:** Unity (2D, 3D, y VR) • Unreal Engine (Básico) • RenPy (Intermedio)
- **Languages:** Spanish (Nativo) • English (Avanzado)