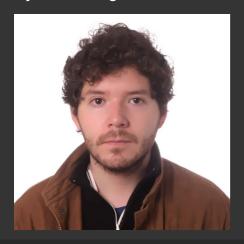# Jose David Revilla

Systems Engineer

Personal Info

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Phone
591-75250698

LinkedIn
https://www.linkedin.com/in/jdrevillad/

Skills

game design (focused on narrative experiences)

writting (fiction writting and world building, technical writting)

Unity 3D (worked on augmented reality, visual novels, and other narrative experiences)

Renpy (both as a developer and as a writter)

Leadership (experince as a founding member of the bolivian videogames association)

Software

Unity	★★★★★
Unreal Engine	★★☆☆☆
VScode	★★★★★
Renpy	★★★☆☆
PyCharm	★★★★★
Scrivener	★★★☆☆

Has worked with multinationals from the USA, Europe, Mexico, and Japan in the development of cloud projects, BPMN tools, video games, and visual novels, not only helping with the programming but also with technical and fictional writing, as well as translation services where they are needed. Currently seeking opportunities in the extended reality and video game industries.

Website: https://zltm.github.io/
GitHub: https://github.com/ZLTM
Linkedin: https://www.linkedin.com/in/jdrevillad/

Work History

2020-11 - present

QA Automation engineer

Jalasoft, La Paz

I was promoted to work as a contractor with IBM, one of our biggest clients, to provide support on various features during the COVID-19 pandemic. This required me to quickly learn and develop expertise in different areas of our product. The fast-paced nature of this work allowed me to further hone my skills and adaptability.

2018-09 - 2020-10

QA Automation engineer

ProcessMaker, La Paz

I was the first Bolivian team member to work with the American team due to my proficient use of the English language and strong communication skills. I developed an automation framework for the new product processmaker 4 using Python and created a web interface using Django to make execution easily accessible.

2017-01 - 2019-01

Translator

Project gamer japones, Mexico

I was promoted to work on paid projects with prestigious clients like SMEE, NORN, and Cherry Kiss, resulting in the successful publication of games on Steam. I have also had the opportunity to work with a multicultural team, which has allowed me to effectively navigate challenges related to time frames, language barriers, and cultural differences.

Education

- 2021-11

Systems Engineery, Bachelor

Catholic Bolivian University, La Paz

Projects

2017-01 - present

Freelancer dev

Game designer / programmer

As a developer, I focus on interactive experiences with a special interest in narrative experiments, naturally gravitating towards game and extended reality, I was lucky enough to work as a developer, designer, and translator for visual novels, eroge, and other experiments on narrative games, my work can be seen on my website.https://zltm.github.io/

2022-06 - 2022-12

Writter of Articulo 1247 and articulo #132

Ecos Breves

I was selected to have my writing featured in Ecos Breves, a book created by the Club De Lectura La Paz. This opportunity allowed me to improve my

Languages

Spanish ★★★★★

English ★★★★★

Japanese ★★★☆★

Hobby/Interest

* Creative cooking
* PC and tabletop gaming
* Fascination with the strange, the unusual, and the occult
* Love reading sci-fi, horror, and the SCP universe
* Programming weird software for fun people

writing skills for future narrative projects, as well as test out popular writing styles from the web in a physical format. You can find my tales here: https://es.scribd.com/document/615773923/David-Revilla-Ecos-Breves-Club-de-Lectura-La-Paz

| 2020-01 - 2021-01 | **Writter, Developer** |
| | *JHack: Edutainment app for the support of japanese kanji learning* |

I developed an edutainment app that uses video games to support kanji learning. The paper is available in Spanish on the UCB virtual library (http://www.bibvirtual.ucb.edu.bo:8000/opac/Record/101006186).
The systems where created from scratch to fit the gameplay and character dialogue seamlessly. I paid particular attention to the dialogue system, which allows the writer to add dialogue and command character actions without accessing the code. This project can be viewed on my website (https://zltm.github.io/design-dev/jhack).

Volunteering

| 2020-01 - present | *Tabletop Role Playing sesion organizer* |

I started a virtual open table for tabletop roleplay gaming during the pandemic and continue to offer it to those seeking a unique experience. Our relaxed playstyle attracted many new players and provided a social outlet during a difficult time.

| 2013-01 - 2018-01 | *ABV founding member, representaive* |

As a founding member and representative of the ABV (Bolivian Videogame Association), a community for game developers in a country with limited support, I gave talks on game design and narrative to new members and students.

| 2012-01 - 2014-01 | *Scout assistant troup organizer* |

I joined the scout movement and was gladly surprised to find that the Bolivian organization focuses heavily on helping minorities, particularly indigenous communities. This experience introduced me to project management and gave me a unique glimpse into the daily reality of South America.

Awards

| 2018-04 | **Avaroa National Award: best Bolivian video game propossal (game designer)** |

Certificates

| 2016-08 | **Audiovisual Artist, awarded by the La Paz Bolivia Government** |

| 2014-07 | **Japanese second level, awarded by the gakou School of La Paz** |