

Alejandro de los Santos

Game programmer

Alejandro de los Santos Puerto

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[Mail](#) [Website](#) [Github](#) [LinkedIn](#)

Passionate student studying game development. Challenge driven developer. Fully adaptable and open to learning new skills. Experience working in fast paced environments with tight deadlines.

Skills

Languages: C# (.Net), Python, Java, Lua, C for Arduino.

Software experience: Windows 10, Linux, Visual Studio 2018/Code, Microsoft Office, Unity 3D, Photoshop, FileZilla, Putty, TeamViewer.

Video Game Programming: Development of full games in C# with the Unity engine (4+ years) and Lua with the Corona SDK (2 years). Including AI programming, online multiplayer development, procedural generation, inventory and player control systems.

Misc: Data science in python with NumPy and Pandas. Familiarity with website development, api requests and JSON serialization.

VNC, TPC and other network protocols. Experience with Node.js using the discord API. Dot Net programming with WinForms.

Other: IOT development using C with arduino microcontrollers and Python.

Projects

Demon's Delight (Lua, Corona SDK) - 2019 [link](#)

Project manager / Lead Programmer

A 2D dungeon crawler where you take control of a possessed child. This was a 6 person junior project, including artists, designers and programmers that I managed for a 10 week assessment. Worked as Lead programmer, directing other two programmers and implementing a level editor and loader, player behaviours, menu and GUI modules, inventory and item system.

Tools: VS code, Corona simulator, TexturePacker, Tiled, Photoshop, Audacity

Low Energy (C#, Unity) - 2019 [link](#)

Developer

A 2D platformer made in C# in the unity engine for the Ludum Dare jam. Full game developed in 48 hours by me, including assets and music. Developed the ability to work under tight deadlines and deliver a full product for multiple platforms using the unity engine.

Tools: VS 2017, Unity Engine, PyxelEdit, FL Studio, SFXR

Education

University of Limerick/ B.S.c Computer games development

2018 / Present

Currently graduated modules with a QCA of 3.68/4:

- Introduction to model driven development
- Introduction to programming
- Foundations of computer science
- Fundamentals of computer organisation
- Discrete mathematics

Awards and other skills

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- JP McManus Scholarship - JP McManus Fund (2018)
 - Java Level 1 - Cambridge certification authority (2017)
 - Fluent in English and Spanish, with knowledge of Swedish and French.