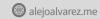
# **ALEJO ÁLVAREZ**

## GAME DEVELOPER

nalejoalvarez



## PROFILE

I've been as a Game Developer and Software Engineer for the past 7 years, focusing on gameplay and prototyping. My experience includes working on multiplayer, social, mobile, and casual games. Skilled in Computer Science, Game Programming, Networking, C#, 3D Math, and Problem-Solving.

## SHIPPED TITLES

## WorldWinner

Game Taco • 2020





## Betrayal.io

End Game Interactive • 2020



# Fate Arena (Alpha)

End Game Interactive • 2019



#### SKILLS

- Unity
- Multiplayer/Networking
- Android/iOS
- CI/CD
- GIT
- C++ Python
- Node.is

- Jenkins
- REST APIs
- Express

## WORK EXPERIENCE

#### **World Winner**

Game Lead Developer • Jun 2023 - Present

- Lotería Fantástica, WorldWinner
- Gronk Spike Cornhole, FanDuel FaceOff

Lead Unity Developer • Sep 2021 - Jun 2023

- Tech Lead of the team who supports and develops the <u>WorldWinner</u> iOS and Android app, and FanDuel FaceOff iOS app using Unity.
- Profiled and optimized loading times by 50% faster.
- Integrate and support third-party SDKs, like Amplitude, Swrve, Firebase, and AppsFlyer. Write native Android/iOS code for some of them.
- Created and maintain CI/CD plans using Jenkins for app builds and bundle deployments.

## **End Game Interactive**

Game Programer • Jan 2019 - Aug 2021

Betrayal.io a social deduction game inspired by Werewolf, Town of Salem, Among Us.

- Wrote and optimized gameplay networking code for all game modes: Core, Hide and Seek, and Fishing.
- Prototyped and developed the Fishing game mode including fish AI behavior, fishing minigame, and custom progression.
- Implemented different API services into Unity client (Matchmaking, Rewards, etc.) and Addressable bundle system.

**Fate Arena** a multiplayer online autochess game

- Wrote and optimized gameplay networking code.
- Implemented the battle and unit simulation system as well as the enemy bot's AI behavior.
- Created several in-house tools to streamline workflow, enabling efficient iteration on design, visual effects, and sound effects.

# Quatio

Software Engineer • Feb 2018 - Jan 2019

- Programmed +10 games and interactive experiences (Windows, mobile, and VR) for third-party companies using Unity.
- Contributed to developing a mixed-reality medical education app using Microsoft Hololens with Unity.

## Rainbow Tree Inc.

Software Engineer • Feb 2018 - Jan 2019

Programmed +10 web games for the arbolabc.com games portal using GameMaker Studio and the Phaser library.

## TEACHING EXPERIENCE

## Introduction to Game Development

Software engineering degree course

Universidad Nacional de Colombia, Medellín, Colombia • 2022-2023

## Videogame development with Unity

40-hour course at the Center for Continuing and Permanent Education Universidad Nacional de Colombia, Medellín, Colombia • 2020-2021

## EDUCATION

# **Bachelor in Software Engineering**

Universidad Nacional de Colombia, Medellín, Colombia • 2013–2018