

ALVARO REDONDO

GAME DEVELOPER

CONTACT

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🌐 [LinkedIn](#)

🌐 [Portfolio](#)

EDUCATION

2023 - 2025

UNIVERSITY OF MORELIA

- Master's Degree in Videogames Design and Development

2012 - 2018

NATIONAL TECHNOLOGICAL INSTITUTE OF MEXICO

- Bachelor's Degree in Computer Systems Engineering

SOFT SKILLS

- Adaptability
- Problem Solving
- Creativity
- Analytical Thinking

SOFTWARE & TOOLS

- **Game Engines:** Unreal Engine 5, Unity, Godot
- **Programming Languages:** Java, C#, C++, JS
- **3D & Asset Creation:** Blender, GIMP, Aseprite
- **Cloud & Databases:** AWS, MongoDB, SQL
- **Version Control:** Git

PROFILE

Game Developer with a strong background in backend development and over **six years** of software engineering experience. Currently pursuing a **Master's in Videogame Design and Development** while actively working on projects in Unreal Engine 5. Skilled in gameplay programming, level design, and 3D modeling. Passionate about creating **unforgettable** gaming experiences through innovative gameplay mechanics.

EXPERIENCE

● **University of Morelia** 2023-Present

Game Developer

- Developing Led Astray, a horror game in Unreal Engine 5, handling gameplay programming with a combination of Blueprints and C++, 3D modeling (Blender), level and narrative design.
- Designed multiplayer maps for an FPS project, focusing on level design and gameplay flow.
- Studying game development and design principles, applying them to projects in Unreal Engine and other game engines.

● **Motivus** 2023-Present

Intermediate BPM Developer

- Developed and optimized business process automation solutions using PEGA, improving efficiency and reducing operational costs for Cigna.
- Analyzed and resolved production incidents, implementing hotfixes and root cause analysis to ensure system stability.

● **Toquin** 2022-2024

Freelance Backend Developer

- Developed a RESTful API using Java, Spring Boot, MongoDB, and AWS, ensuring scalability and high availability.
- Integrated Typesense for efficient search functionality, optimizing data retrieval speed and accuracy.

● **AgileThought/4thSource** 2018-2022

BPM Developer

- Developed and optimized business process automation solutions using PEGA, improving efficiency and reducing operational costs for Cigna.
- Analyzed and resolved production incidents, implementing hotfixes and root cause analysis to ensure system stability.