





Alejandro Garcia Sainz Sours


Software Developer


Profile


 April 9, 1994

 Mexico

Contact

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 ALDPAL

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Technologies

Office Unity Monogame SDL

Openframeworks Processing

OpenGL DirectX 11 Vulkan

Arduino MySQL Git LaTeX

Maya Blender Photoshop

Premiere Illustrator Linux

After Effects Windows MacOS

Languages

 Spanish Level: Native

 English Level: Native

Programming

C++

C#

Python

Java

C

Soft Skills

Critical Thinking

Positive Attitude

Work Ethic

Leadership

Teamwork

Communicating

Interest

Animals Video Games UFC

Crossfit Ethical Hacking

Computer Graphics Anime

Crypto

Education

2017 - **Video Game Programming** SAE Institute México

2020 Thesis: Compilation of Development Resources and Ray Tracing with Vulkan

Certificates

2021 **Introduction to Cybersecurity** CISCO

Employment History

2014 - **Assistant** Mauricio Garcia Sainz

2015 Financial document analysis for proper distribution and filing purposes. Assisted with operational activities. Developed a procedure for market investigation, evaluation and registration.

Social Service

2017 **Volunteer** Un Techo Para Mi País

Taught English lessons to children and adults from humble socioeconomic backgrounds. Took part in a massive survey research targeted at households living in extremely humble conditions.

2020 - **Volunteer** Medusa Lab

2021 Utilized Kinect V1 to track user gestures and leverage its body tracking functionality on Unity (specifically on VFX Graph). Particle systems were mapped to a 3D model or 2D texture. Additional features included particle transitions and reaction to the audio spectrum of an audio file. This was used to compose an audiovisual experience for a specific piece of music.