

Aleandro Valencia

Software Engineer

608-8 Ronayne Street
Auckland, NZ 1010

(+64) 22 602 3931

valencia.aleandro@gmail.com

aleandrovalencia.github.io

github.com/aleandrovalencia

linkedin.com/in/aleandro-valencia

EDUCATION

Media Design School, Auckland, New Zealand

— Software Engineering

Feb 2016 - Nov 2018

Hillcrest High School, Hamilton, New Zealand

— High School

Feb 2010 - Nov 2015

PROJECTS

Neon District Underground (Mar - Nov 2018) — University Capstone Project

- Third year university capstone project made in **Unity Engine**
- Improved project management, communication, software design and game design skills
- Worked as part of team of six

Lava Plaza (Jul - Nov 2018) — University 3rd Year Mobile Game

- Third year university game ported to **Android mobile** using **Unity Engine**
- Worked as part of team of three

Robotron (May - June 2018) — University 2nd year project

- Robotron-like game made using **C++** and **OpenGL**
- Self-directed

Rapid Prototypes (Jul - Sep 2017) — University 2nd year projects

- Four prototypes each generated within a week using **Unreal Engine**
- Worked as part of team of four

Global Game Jam (2015-2018) — Annual game jam event

- Created a game within 48 hour time frame using **Unity Engine**.

REFERENCES

Samah Hassan — Lecturer

Email: samah.hassan@mediadesignschool.com

Siddharth Shekar — Lecturer

Email: siddharth.shekar@mediadesignschool.com

SKILLS

C++

C#

Unity Game Engine

Unreal Game Engine

OpenGL API

Playstation 4 Orbis SDK

Version Control (Git)

Agile Scrum Methodology

Software Design Patterns

AWARDS

NCEA Level 3 Merit
Endorsement

NCEA Level 2 Excellence
Endorsement

NCEA Level 1 Excellence
Endorsement

LANGUAGES

English