ALEJANDRO PARÍS

GAME DESIGNER

CONTACT

Mail: paris.alejandro1@gmail.com
Phone: 665 60 06 59
Website: alejandroparis.github.io/AlejandroParis/

LANGUAGES

- Spanish   native
- Catalan   native
- English   upper-intermediate

SKILLS

- Unity   90%
- Unreal Engine   90%
- Game Maker   65%
- Excel   80%
- C#   90%
- C++   95%
- Adobe Photoshop   70%

EXPERIENCE

Fireman Rescue | Programmer and Game Designer

VIOD Games Studio | May, 2017 - Oct. 2016

In fireman rescue I was in charge of the interaction with the diverse elements of the level as much objects as people with which the actions of the game can be realized.
I was also working on the user registry, the calculation of the score of each level and save this on the server.

Game Design and Programming | Teacher

Escola PIA/ UPC-CITM | Sep, 2018 - May. 2022

Video game development teacher at Escola PIA with children aged 6-14 (2018-2020) and university professor at UPC-CITM for the subject Project I (2021-2022).

The Lords of the Fallen | Combat Designer

Xaloc Studio | Apr, 2022 - Sep. 2023

Co-developing The Lords of the Fallen working as a combat designer and technical designer being responsible of 3 bosses worked on them from their prototypes up until polishing stage and multiple enemies.

Unannounced Project | Lead Game Designer

Xaloc Studio | Sep, 2023 - Now

Lead Game Designer responsible for the entire design of a puzzle game for a client with a children's target audience.
And project lead, coordinator, and supervisor between the different departments of the team.

EDUCATION

Escola PIA Balmes

Development of multiplatform applications for video games and digital entertainment | 2015 - 2017

Centre de la Imatge i la Tecnologia Multimèdia CITM (UPC)

Video Game Design and Development | Sep. 2017 - Jun 2021