



ALEJANDRO PARÍS

GAME DESIGNER

ABOUT ME

During my training I have been able to verify that my most outstanding characteristics are planning and organization, creativity, analytical thinking and conceptual thinking.

Fully capable of turning the vision of programmers, producers and engineers into a working game or being part of the programmers team.

LANGUAGES

- | | |
|-----------|--------------------|
| - Spanish | native |
| - Catalan | native |
| - English | upper-intermediate |

SKILLS

- | | |
|--------------------|-----|
| - Unity | 90% |
| - Adobe Photoshop | 70% |
| - Game Maker | 65% |
| - Autodesk 3ds Max | 75% |
| - Excel | 80% |
| - C# | 90% |
| - C++ | 95% |

CONTACT

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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.

PROJECTS

Timeless Warriors | Sep, 2016 - Jun. 2017

Programmer and Game Designer

Brawler game with heroes of multiple mythologies who face each other in a dystopian future to obtain the title of hero of all time.

The Witcher A Bard's Tale | Feb, 2020 - Jun. 2020

Game Designer

The Witcher: A Bard's Tale is a Beat 'em up and Hack and Slash cooperative adventure game.

EDUCATION

Escola PIA Balmes

Desarrollo de aplicaciones multiplataforma | 2015 - 2017

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

Diseño y Desarrollo de Videojuegos | Sep. 2017 - Jun 2021