

Alejandro Ramos Vargas

Game Programmer

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Passionate about user experience, creativity in entertainment system design, and game mechanics. With two years of experience designing games in Unity and Unreal. Proactively working at Tachido Games.

SKILLS

Game & Level Design

- Level design & blockout.
- Game system design, implementation, and balancing.
- Implementation of UI.
- Working with Audio systems.
- Playtesting and iteration.

Level Editors

- Unity & Unreal.

Programming

- C# & Unreal Blueprints.

Skills

- Provide clear vision on the project and guidance to achieve a game vision.
- Generating user interface design diagrams for the team.
- Documenting and describing all game mechanics and user experience.
- Communicating clearly and precisely with the team throughout the game's development.

Software

- Maya
- Miro & Trello
- Adobe Creative Suite (Ps, Ae, Pr, Ai, Au, Ds, Pt).
- Visual Studio 2022

EXPERIENCE

Tachido Games, Game Designer

2023 - present

• Chemical Engineer - Game Programmer

Aug. - 2023

- Development of game design proposals.
- Creation of mock-ups illustrating the main game mechanics and user experience.
- Level design, using basic 3D models in Unreal to create the level's environment.
- Lighting the 3D world where the gameplay takes place.
- Implementation of the graphical interface and sound.
- Collaboration using GitHub and Unreal.

• Gamification Game - Game Programmer

Aug. - 2023

- Designing the graphical user interface and presenting proposals to the development team.
- Ongoing communication with the tech team for coordination of the project's GitHub.
- Creation of a sound system manager and implementation of sounds in Unity.
- Implementation and collaboration with the art team for the graphical user interface.
- Testing game systems, identifying bugs, and fixing them.

• Súper Libia - Game Programmer

Mar. - 2023

- Propose game mechanics by developing mock-ups and presenting them to the team.
- Collaborate with the art team to develop 2D animations, rigging, and 2D visual effects in the Unity engine.
- Create user interface designs, present proposals to the team, and implement the graphical interface in Unity.
- Balance the game design, generate documentation for the tech team, and conduct tests with the development team. Follow up and refine the system until launch.

- **Bota Bota - Game Designer & 3D Artist**

Nov. - 2022

- Developed the game design document, where I designed the graphical user interface to communicate the game's concept to the art and programming teams.
- Built the 3D game environment in Unity, conducted tests with the team, and gathered feedback on level design.
- Created art style reference boards to define the project's visual style.
- Conducted playtesting with the team to balance power-ups and game mechanics.

EDUCATION

- **Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)**

- Bachelor of Arts, Digital Art
 - Specialization in Animation.
 - Specialization in Game Development.

Graduated 2022

- UT-HUB
 - Epic Bootcamp Animation, Unreal Engine.

Graduated 2023