Alejandro Arévalo Arenas

https://alexarevaloarenas.github.io
https://alex-perritos.itch.io
alejandro.arevalo.arenas@gmail.com

Education

Studying Degree in Game Design and Development
Jaume I University - Castelló de la Plana, Castellón, Spain
2021-2025 / 4º Year Student

> **Algoma University, Ontario, Canada**
> - **International Semester**
> - **Creative Writing / Game Design / Theory of computing**
>
> **ITACA UJI Research Group**
> - **Academic writing - Videogame Analysis**

Projects

Mini Adventure Mobile Unity Game
Unity Mobile Project - Simple Zelda Like Adventure Game
APK / Web Version: https://alex-perritos.itch.io/mini-mobile-adventure

Growing Fear
Designer, programmer and soundtrack - Puzzle strategy game
https://hollowblink.itch.io/growing-fear

BFF!! Sacrifice Your Friends
Coordinator, designer and programmer - Puzzle Coop Game
https://alex-perritos.itch.io/bff-sacrifice-your-friends

Prop Trip
Designer, programmer and soundtrack - Action shooter
https://punicgoose.itch.io/prop-trip

DSi Videogame using C++ and NDS Dev Kit
Angel Core
Source Code: https://github.com/AlexPerritos/Angel-Core/

ROM and screenshots: https://alex-perritos.itch.io/angel-core

Tabletop RPG Design
Designed Dungeons and Dragons Adventures, Vampire The Masquerade, Studied multiple systems

Designed Paper Role System Blue Wasteland
Character Sheet
Spanish Manual

Terminal - Published short story
Fiction Story - Creative writing journal - English
Terminal | The Algomian

Creative Writing Portfolio
Fiction Stories, Creative NonFiction, One Act Play and Poems - English
Writing Portfolio

Skills

Languages
- Native Spanish speaker.
- Fluent English (C1 certificate by Cambridge) and 5 months studying in Canada.

Programming
- Proficiency with C++ (Unreal and DevKitPro) and C# (Unity) .
- Wide knowledge of Javascript, Python and Java. Working actively on Github.
- Knowledge of software development, best practices and organization.

Teamwork
- Participated in four Game Jams, designer and coordinator of the team.
- Scout volunteer for seven years, designing games for kids and teengers, working for an organization and coordinating summer camps.

Game Design
- Working on paper role games has been a personal passion all my life, creating multiple systems and testing them.
- Designed many GDD for videogames and tabletop rpgs.
- Designing different types of games:
    - Live action role-playing games
    - Escape Rooms
    - Tabletop games
    - Mental puzzles
    - Children activities
    - Competitions for teens

Tools and software

- Unity: Working and learning for four years, many completed personal projects.
- Basic knowledge of Unreal 4 / 5.
- Blender, 3DMax and Maya.
- Photoshop, Illustrator and Aseprite.