

# Alejandro Arévalo Arenas

Unity | C++ | Game Developer | Gameplay and Narrative Design

I am a dedicated game development student specialized in Unity, with a strong focus on game design and narrative. Guided by principles of perseverance, teamwork, and commitment, my passion for games and storytelling drives me to continuously improve.

[Website](#)

[LinkedIn](#)

[Email](#)

[Games Portfolio](#)

## Education

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### Bachelor Degree in Game Design and Development

Jaume I University - Castelló de la Plana, Castellón, Spain

2021-2025 / 4º Year Student

Algoma University, Ontario, Canada

- Student International Exchange 2024

ITACA UJI Research Group from 2023 to 2025

- Academic writing - Videogame Analysis - Research Experience

<https://www.culturavisual.uji.es/acerca-de-itaca-uji/>

## Other Projects - Game Design - Narrative

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### Passion for Tabletop RPG Design

Designed Campaigns, Sceneries and one shots. Focus on storytelling and player engagement

- Dungeons and Dragons Adventures
- Vampire The Masquerade
- Call of Cthulhu

### Blue Wasteland

Demo Design of TTRPG Blue Wasteland

[Character Sheet](#) - [RPG Prototype Spanish Manual](#)

### Terminal - Published short story

Fiction Story - Creative writing journal - Narrative - English

[Terminal | The Algomian](#)

### Creative Writing Portfolio - Narrative

Fiction Stories - Creative NonFiction - One Act Play and Poems - English

[Writing Portfolio](#)

## Game Development Projects

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### [Mini Adventure Mobile](#) | Unity Demo

Simple Zelda Like Adventure Game

### [Growing Fear](#) | Game Jam

Game Design, programmer and soundtrack - Puzzle strategy game - Game Jam

### [BFF!! Sacrifice Your Friends](#) | Game Jam

Coordinator, designer and programmer - Puzzle Coop Game - Game Jam

### [Prop Trip](#) | Game Jam

Designer, programmer and soundtrack - Action shooter - Game Jam

In this game jam, I created a dynamic music system from scratch, making myself the music and all the changing sound code implementation.

### [Angel Core](#) | Nintendo DSi Videogame

C++ and NDS Dev Kit

Source Code: <https://github.com/AlexPerritos/Angel-Core/>

## Skills

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### Programming languages

- C / C++
- C#
- Javascript
- Python

### GameDev Tools

- Unity Proficiency
- Unreal Engine 4 / 5
- Godot Engine
- Blender, 3DMax and Maya
- Photoshop, Illustrator and Aseprite

### Game Design

- Game System Design - Creation of GDDs
- Experience designing different types of games and narratives:
  - Live action role-playing games
  - Escape Rooms
  - Tabletop games
  - Children activities

## Languages

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- **Spanish** - Native Speaker
- **English** - Full professional proficiency (C1 certificate, studied abroad)