



Alejandro González

PROJECT MANAGER & FULL-STACK DEV & GAME DEV

Computer scientist with experience as Full Stack Developer and Project Manager, specialized in web development with React, Java and Spring Boot, plus experience in video games with Unreal Engine and Unity. Proactive, resolute and detail oriented, with leadership and communication skills acquired in both technical and project management environments.



+34 637631239



alejandroeggcl@gmail.com



<https://alejandroegg.vercel.app>

EXPERIENCE

2021 - PRESENT

FULL-STACK DEVELOPER & PROJECT MANAGER
ARCHIBUS SOLUTION CENTER

- Gestion integral de proyectos IT con clientes corporativos.
- Coordinacion de equipos y planificacion tecnica.
- Soporte tecnico y funcional para incidencias.
- Documentacion de requisitos y liderazgo progresivo en tareas clave
- Desarrollo de soluciones web con React JS y Java - Spring Boot.
- Manejo de bases de datos con SQL Server.

2022 - 2025

GAME DEVELOPER
RAGING GAMES

- Development on a indie roguelike videogame "Shuvani" for PC.
- Enfoque en gameplay, UI y logica de juego usando Unreal Engine y Perforce.

EDUCATION

2023 - MASTER DEGREE IN VIDEO GAME DEVELOPMENT

Universidad Complutense de madrid

2022 - BACHELOR DEGREE IN COMPUTER ENGINEERING

Universidad Politécnica de Madrid

LANGUAGES

- Spanish | Native
- English | Advanced

SKILLS

LENGUAJES & FRAMEWORKS

- React - JavaScript - Java - HTML - CSS - Spring Boot - Node.js

TOOLS & VERSION CONTROL

- Git - Perforce - Jenkins - Asana - Visual Studio Code - IntelliJ - Postman

DATABASES

- SQL Server, Transact-SQL, table and view design, query optimization

TESTING & QUALITY

- JUnit, manual testing, error checking and validation

OTHERS

- Agile methodologies (Scrum), basic CI/CD, advanced version control, technical documentation

GAME ENGINES

- Unreal Engine - Unity