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, resolutive and detail oriented, with leadership and communication skills acquired in both technical and project management environments.

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EXPERIENCE

2021 - PRESENT
FULL-STACK DEVELOPER & PROJECT MANAGER
ARCHIBUS SOLUTION CENTER

- Integral management of IT projects with corporate clients.
- Team coordination and technical planning.
- Technical and functional support for incidents.
- Requirements documentation and progressive leadership in key tasks
- Development of web solutions with React JS and Java - Spring Boot.
- Database management with SQL Server.

2022 - 2025
GAME DEVELOPER
RAGING GAMES

- Development on a indie roguelike videogame "Shuvani" for PC.
- Focus on gameplay, UI and game logic using Unreal Engine and 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