

Andres Acevedo

Toronto, ON • 437-441-3869 • andresacevedopico@gmail.com
[LinkedIn](#) | [GitHub](#) | [Game Portfolio](#)

GAME DEVELOPER

UNREAL ENGINE | UNITY | C++ | C# | OPENGGL

- Professional work experience as a Full-Stack Developer building Android and web applications
- A student of Game Programming; Holds a Bachelor of Computer Science & Technology degree
- Co-founded and led a video game studio during bachelor studies, delivering mobile and PC games from concept to release
- Self-directed project: building a 3D renderer in OpenGL to strengthen expertise in computer graphics and rendering pipelines

TECHNICAL SKILLS

Programming Languages:	C++, C#, Kotlin, Java, JavaScript, Swift, HTML/CSS, Python, R
Database Management:	SQL, MongoDB, MySQL, SQL Server, MS Access
Frameworks & Libraries:	Spring, React, Express, .NET, OpenGL, Angular, Node.js
Development Tools:	Git/GitHub, Visual Studio Code, Android Studio, Figma, Unreal Engine, Unity
Testing:	Postman, Selenium
Other Technologies:	Kanban, Jira, Trello, ClickUp, MS Office, Google Cloud

RELATED WORK EXPERIENCE

Full-stack Developer Intern | Ai Financial, Richmond Hill, ON September 2025 - Present

- Developing a full-stack financial web application with React and Spring Boot, designing and implementing unit tests to validate complex financial scenarios and ensure system reliability

Student Researcher - Unreal Engine | Centennial College, Toronto, ON March 2025 – September 2025

- Developed a modular, physics-based 3D simulation in Unreal Engine (C++/Blueprints), meeting requirements for the company Four DRobotics.

Project Manager | Monterrey Institute of Technology, Chihuahua, Mexico July 2023 - Dec. 2024

- Supervised the development, evaluated metrics, and oversaw the progress of over 50 startups in a technology-focused business acceleration program

App Developer | Grupo Roga, Chihuahua, Mexico April 2024 - Oct. 2024

- Designed and developed RESTful microservices using **Spring Boot**, built front-end interfaces for Android and web applications with **Android Studio** and **React**
- Optimized **SQL** stored procedures for higher performance; collaborated in a **Kanban** Agile environment

Co-founder, Game Developer | Nefarious Game Studios, Chihuahua, Mexico Aug. 2019 - Nov. 2023

- Designed, programmed, and optimized core gameplay mechanics, systems, and events for the video games *Colors* and *The Book of Glory* using C#, C++, and Blueprints in Unity and Unreal Engine, leveraging a composition-centric approach to ensure maintainability and performance
- Led a 12-member startup using the Scrum methodology to ensure efficient project management and maintained project organization through GitHub version control

EDUCATION

Game Programming (Co-op) Advanced Diploma | Centennial College, Toronto, ON Jan. 2025 - Present

Academic Projects: GPA: 4.1/4.5 (A)

- Designed and programmed with teamwork a full-stack [web application](#) to store videogame backlogs in a personal account, to track current playthroughs and remaining games to play
- Developed a 3D first person shooter [videogame](#) where the player needs to defeat a large amount of enemy agents while having excellent performance, for Mac and Windows devices using C# and the Unity Engine

Bachelor of Computer Science & Technology | Monterrey Institute of Technology, Monterrey, Mexico Dec. 2023