

# Andres Acevedo

(+1) 437 441 3869 | andresacevedopico@gmail.com

[www.linkedin.com/in/andresacep](https://www.linkedin.com/in/andresacep) | Game portfolio: <https://andresac90.itch.io/>

## EDUCATION

### Centennial College

Game Programming Advance Diploma

Toronto, Ontario

January 2025 – Present

### Chung-Ang University

Exchange semester: Courses in Game Design and Psychology

Seoul, South Korea

GPA: 94/100

### Tecnologico de Monterrey

B.S in Computer Science and Technology,

Minor in Game Development

Monterrey, Mexico

GPA: 91/100

## EXPERIENCE

### Parque Tecnologico Orion

Project Manager

Chihuahua, Mexico (Online/Part Time)

July 2023 - Present

- Supervise the development, evaluate metrics, and oversee the progress of over 50 startups in a technology-focused business acceleration program.

### Grupo Roga

Fullstack Developer

Chihuahua, Mexico

April 2024 – October 2024

- Designed and developed RESTful microservices using Spring Boot, built front-end interfaces for Android and web applications using Android Studio and Angular, and optimized SQL stored procedures, following Agile methodologies, including Kanban.

### Nefarious Game Studios

Co-founder, Game Programmer and game designer

Chihuahua, Mexico

August 2019 – November 2023

- Designed, programmed, and optimized core gameplay mechanics, items, inventory, 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.

Main achievements:

- Presented 'The Book of Glory,' the company's flagship video game, in a virtual booth at Gamescom 2023, the world's largest gaming expo held in Cologne, Germany, in front of an audience of 320,000 spectators. [Gamescom Booth](#).
- Participated in a business accelerator event at Capital Factory in Austin, Texas, pitching to investors and fostering valuable networking opportunities.

## PORTFOLIO

### Something 2 Fear

Unity, Horror Co-op

- Led a multidisciplinary team in designing and implementing cooperative puzzles, levels, and core mechanics for a multiplayer horror game, while contributing to the game design document and programming character controls, minigames, events, and items in C# using composition and inheritance principles.

### Castle Blocks

Pico8, Platformer

- Developed a platformer game in Pico-8, designing and implementing game mechanics from scratch using Lua while employing token optimization techniques to maintain a consistent 60FPS experience.

## TECHNICAL SKILLS

Languages/Frameworks:

C++, C#, Blueprint Visual Scripting, Python, Java, Angular.

Tools/Technologies:

Git, Android Studio, Postman, SSMS, Unity, Unreal Engine, MS Office.