Alex Ceberio Hernandez

CONTACT

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PRODUCTION TOOLS

Specialized Tools

- ❑ C, C++, C#
- ❑ Python
- ❑ Microsoft Visual Studio
- ❑ Visual Studio Code
- ❑ Unity
- ❑ Unreal Engine 5
- ❑ Git (SourceTree+ Gitkraken)
- ❑ Perforce
- ❑ Maya

Game Development

- ❑ Engine
- ❑ Physics
- ❑ AI
- ❑ Graphics Programming

General Tools

- ❑ Microsoft / Office: Word, Power Point, Excel, Trello
- ❑ Communication programs: Skype, Teams, Discord

LANGUAGES

Spanish — Native

English — C1

Basque — B2

Japanese — N5

OBJECTIVE_____

Trained game programmer and designer with deep knowledge about video game production in fields like graphics and AI, looking for chances to develop my skills and contribute to new and ongoing projects in any possible way. Seeking for work positions in topics such as Artificial Intelligence and Game development.

EDUCATION _____

DigiPen Institute of Technology Europe-Bilbao, Spain | 2021- 2025
Bachelor of Computer Science in Real-Time Interactive Simulation.

STUDENT GAMES / PROJECTS _____

Numbra Digipen, | 2024 – Ongoing (4 months)
5 Programmers + 7 Artists.
Gameplay programmer.
Game done Unreal Engine 5. Working on enemy behavior and interactions with the player.

CrashNBurn DigiPen | 2023 - 2024 (9 months)
8 Programmers.
Gameplay and engine programmer.
Game done in a 3D engine in C++ from scratch with Visual Studio, with most of my work there centered around making the AI that races around the map, using context based steering as its steering behavior. Also created a level editor and prefab editor.

GOAP project DigiPen | 2023 (3 months)
2 Programmers.
Project centered on making a small simulation with animals trying to survive, with AI that uses the Goal oriented action planning technique for the decision making of the animals. The engine used is the one made for the Anima Silvarum game, which does not have any AI-related libraries.

Anima Silvarum DigiPen | 2023 (8 months)
4 Programmers + 11 Artists.
Gameplay and engine programmer.
Game done with engine systems and game logic in C++ from scratch with Visual Studio. Developed the physics system and created a level editor with ImGui.

Antsquad DigiPen | 2022 (8 months)
4 Programmers.
Gameplay programmer.
Game done with DigiPen's Alpha Engine. Worked on player interactions.