**Alejandro Murillo**

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**Professional Summary**

An experienced and highly motivated video game and software developer with a strong passion for learning and building projects that can provide a great user experience.

**Education**

**Bachelor Degree: Software Engineering** May 2018 -

August 2021

Universidad Latina Costa Rica

**Experience**

**Content Scripter** Mar 2020 -

Apr 2021

Pokemon Revolution Online

* Created multiple quests, events, dialogues and gameplay using Python Scripts.
* Fabricated various storylines to incorporate into multiple different game characters which would then have certain behaviours programmed by accesing an API.
* Tested different possible scenarios to ensure the desired functionality.

**Interactive Book**  Aug 2021 - Dec 2021

Steam Foundation

* Created a simple yet fun app where users would have to form a Spanish word selecting from different legos containing syllables.
* Provided a final result containing their good guesses along their wrong guesses and an overall score.

**Projects**

**E-Portfolio**

<https://github.com/Guayabass/E-Portfolio> (In Progress)

* Designed, developed a prototype e-portfolio using semantic HTML5 and CSS3 best practices.
* Provided support for search engine optimisation for higher indexing through Google’s search engine crawler.
* Included responsive and multi-platform support to enable the portfolio to be viewed on any platform and device.

**MusicVerse App**

<https://github.com/Anthony3064/Music_Verse>

* Delivered an Android app capable of identifying all sort of audio/music files and displaying them all in a nice interface.
* Using React-Native along with multiple libraries developed a fully functional music/audio player with a good looking and intuitive design.
* Implemented different tools to control the selected song for the best user experience possible (drop down controller + in-app controller).

**Technical Skills**

**Proficient:** Html5, CSS3, JavaScript, React (native), Git, GitHub, Java, Mysql, Python, C#

**Familiar:** TypeScript, React hooks, C++, Node.js