

ALEJANDRO HINCAPIE LÓPEZ

VIDEOGAME DESIGNER AND DEVELOPER

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Digital Entertainment Design Engineer with 4 years of experience, with the capacity to execute maintenance and expansion code libraries, development and optimization of applications, integration of objects, design and conceptualization of mechanics and integration and design of user interfaces. With education in videogame development and design, web design and knowledge in 3D modeling and videogame production. Knowledge of programs, graphical engines and languages such as Unity, Godot, Unreal Engine, C#, GDScript and TypeScript, with a C2 English level and competencies in creativity, quality focus, proactivity and teamwork.

VALUE PROPOSAL

I like to propose and execute creative ideas efficiently while maintaining a high quality standard. Expert in development software such as Unity, Unreal and Godot. With the ability to work in multidisciplinary teams seeking to contribute innovative solutions.

EXPERIENCE

December 2022 – May 2024

Fullstack Developer & UI – UX Lead | Hematological Clinical Laboratory | Medellín, Colombia

- Responsible for the creation, maintenance and expansion of the web component library, used to develop more efficient applications and with a consistent style.
- I led a team of three developers while maintaining the graphical style established by the laboratory in all applications.
- I developed four applications for the digital processing of the sampling process and assignment of exams to patients, increasing the efficiency of the processes by 40% and 60% respectively.

- I collaborated with the development team with the maintenance and continuous update of the existing applications.

October 2020 – February 2022

2D Artist and Video Editor | Dímelo UPB | Medellín, Colombia

- I designed multiple graphic pieces for the social medias of the institutional news.
- I edited 20 informative videos maintaining a consistent style that kept the interest of the spectators.

EDUCATION

Videogame Developer | Academy by PolygonUs – 2025

Digital Entertainment Design Engineer | Bolivarian Pontifical University – 2024

2D & 3D Design for Applications and the Web | Antioquia Digital University Institution – 2023

PROGRAMS, ENGINES & LANGUAGES

Unity Engine – Godot – Unreal Engine – C# – GDScript – TypeScript – FMOD – Blender

SOFT SKILLS

Level design – Game Design – GDDs writing – Code planning

SOFT SKILLS

Teamwork – Problem solution – Quality focused – Logical Thought – Adaptability – Effective Communication

CERTIFICATIONS

Remote Work Professional Certification – May 2024

Scrum Foundation Professional Certification – May 2024

LANGUAGES

Spanish – Native

English – Advanced (C2)