

ALEJANDRO SÁNCHEZ

VIDEOGAME DEVELOPER



+34 636 30 60 60



alex.malex190@gmail.com



Tres Cantos, Madrid, Spain



<https://salexmineralex.github.io/Salexmineralex>

About Me

I am a skilled software developer and IT technician with a passion for game programming. With experience in .NET application development, deployment management and troubleshooting, I am well equipped to tackle the challenges of game development. Proficient in Windows, Linux and Windows Server, as well as web programming and mobile application development.

Experience

Airbus Crisa, 04/22 - 11/22

Software Programmer

- Developed .NET applications for electronic component manufacturing
- Created ASP.NET pages using HTML/CSS, JavaScript, Visual Basic, SQL Server, and Gitlab
- Created Blazor pages using C#, HTML and CSS

Indra-Minsait, 09/19 - 07/20

Technical Systems Technician and Data Center Operator at BBVA

- Managed massive deployments and updates for Red Hat and Suse-based
- Monitored and managed alerts for Linux, Unix, and Windows
- Resolved incidents, scheduled operations, and controlled batch processing at BBVA's data center

Education

2022-Currently

The Core School

Master in videogame programming

- Development and prototyping in Unity
- Introduction to Unreal
- Development in C++
- Implementation of animations
- Artificial Intelligence
- Multiplayer synchronization in Unreal
- Renderings and physics in Unreal

2020-2022

IES Virgen de la Paloma

Senior technician in multiplatform application development

- Object Oriented Programming
- Mobile Application Development
- Web Design
- Java, Javascript, Android Studio, User Interface Development
- Access to SQL Databases, MongoDB

2017-2019

IES José Luis Sampedro

Microcomputer systems and network technician

- Vocational training in managing operating systems, networks, and hardware maintenance.
- Proficient in managing Windows, Linux, and Windows Server.
- Skilled in web programming using HTML and CSS.