

Hello,

My name is Alex Zimmer, I am a video game developer in Uruguay,

I have worked at Nimble Giant Entertainment on the game Star Trek infinite, in addition to having launched my indie game Draconiano published under the name of zimmzimmgames on Steam, I have knowledge of pure c++ for about 4 years, c# for about 7 years and unity for 7 years as well, additionally I have knowledge of art in character design, project management in traditional software such as in games, game design, manual QA testing 1 year and 2 years of database.

I would love to talk to you about this opportunity and learn more about your way of working.

Please feel free to contact me at any time to arrange an interview or to answer any questions you may have. Thank you for your consideration and I look forward to your responses.

Sincerely

Alex Zimmer