Alex Collado Garrido

Gameplay Programmer

Contact

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Location
Barcelona, Spain

LinkedIn
linkedin.com/in/alex-collado-garrido/

Portfolio Website
https://a-collado.com/

Hard Skills

- Unity ●●●●○
- Unreal Engine ●●●○○
- Godot Engine ●●●●●
- C# ●●●●○
- C++ ●●●○○
- C ●●●○○
- Blender & 3DS Max ●●●●○
- Substance Painter ●●●●○
- Adobe Photoshop & GIMP ●●●○○
- GNU/Linux ●●●●○
- git ●●●●○

Languages

Catalan
Native speaker

Spanish
Native speaker

English
C1

PROFESSIONAL SUMMARY

Gameplay Programmer with a strong background in **multimedia engineering** and a passion for crafting engaging **interactive experiences**. Skilled in designing and implementing **gameplay mechanics**, optimizing **game performanc**e, and collaborating with **multidisciplinary teams**. Adept at problem-solving and utilizing cutting-edge tools and technologies to deliver memorable player experiences.

EXPERIENCE

IT Developer Intern

itbid | February 2024 – July 2024 | Barcelona

Worked on maintaining and upgrading the itbid web platform and solving support tickets.

- Developed, maintained, and upgraded the itbid web platform with a focus on problem-solving and scalability.
- Designed and implemented an AI-powered invoice reader using Python, showcasing problem-solving and AI integration skills.

Object-Oriented Programming private tutor

La Salle Students | September 2020 – July 2023 | Barcelona

- Object-oriented Java private lessons for La Salle Barcelona students.

EDUCATION

Bachelor's Degree in Multimedia Engineering

La Salle (Universitat Ramon Llull) | 2019 - 2024 | Barcelona

UNIVERSITY PROJECTS

Bacherlors' Thesis – Robo Bobot

Developed a fast-paced Android multiplayer action game using the Godot Engine.
Implemented peer-to-peer networking to enable smooth multiplayer interactions. Designed and coded core gameplay systems, focusing on responsiveness and player engagement.

Unity VR Game – Mad Barista

Served as Lead Gameplay Programmer and Technical Artist for an immersive VR game about serving drinks. Programmed gameplay mechanics, including drink-serving systems and VR-specific interactions.

Unity 3D puzzle game – Ikarus' Oddisey

Acted as Lead Gameplay Programmer and Game Designer for a Unity 3D puzzle game. Designed and implemented complex gameplay systems and custom shaders for unique visual effects. Programmed animations and ensured a smooth player experience through optimization.