Alejandro Jaimes

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EDUCATION

University of Central Florida — Orlando, FL
Bachelor of Science in Computer Science (3.93/4.0 GPA) — *May 2028*

Awards/Certifications/Training:

UCF's President's Honor Roll Fall 2024 and Spring 2025, Hispanic Heritage Scholarship Fund Winner 2025/26

EXPERIENCE

Vice President — Jul 2025 - Present
Graphics Programming Knights — *Orlando, FL*

- Engage in a club with over **100** members through workshops, activities, and places to learn graphic programming
- Deliver **two workshops per semester** on pathways into graphics programming, covering topics such as essential mathematics, game development engines, and supporting tools/utilities
- Collaborate with other clubs on campus using communication to work on Workshops, Game Jams and Hackathons
- Supervise and manage a team of 5 other officers whenever the President cannot fullfill their duties
- Reach out to students, developers, and people in the industry to give conferences or technical workshops to the club

Mentee — Sep 2024 – Present
Game Dev Knights — *Orlando, FL*

- Develop game design and programming skills through mentorship and hands-on projects.
- Contribute to **3** time-constrained Game Jams per semester, collaborating with peers to build games from scratch
- Strengthen teamwork and creativity by solving complex design and technical challenges under tight deadlines

Mentee — Aug 2025 - Present
Knight Hacks — *Orlando, FL*

- Expand technical skills by collaborating with peers on hackathons and year-round projects
- Apply new technologies to build practical solutions in fast-paced, problem-solving environments
- Engage in competitions that encourage innovation, teamwork, and adaptability

PROJECTS

AstroDog | *C#, Unity, Git, Github, Visual Studio Code* — September 2025

- Led a 3-person team to develop a 2D Run-n-Gun space-themed game in 32 hours during a Game Jam
- Directed task management as Project Lead, ensuring timely delivery and effective collaboration
- Programmed core mechanics including player movement and power-up interactions with enemies
- Released on Itch.io **(15 downloads)** and showcased via a demo on YouTube **(30+ views)** and a live audience

lila! | *C#, Unity, Visual Studio Code* — April 2025

- Designed and developed a 3D platformer as a solo project using the **Unity Engine**
- Implemented **C#** scripts for interactive gameplay mechanics and object responsiveness
- Built the UI through menus, buttons, actions and overall aesthetic of the game
- Documented the development process to organize features, design decisions, and implementation progress

Tricky Treats | *C#, Unity, Git, Github* — October 2024

- Independently developed a Halloween-themed 2D platformer game in one month using **Unity**
- Developed movement and item scripts for enemies and the main player and interactions
- Designed and programmed the menus and button options for the game to enhance player experience
- Demonstrated strong end-to-end development capabilities by managing all aspects of the project

Master of Cards | *C#, Unity, Git, Github* — September 2024

- Developed a game within a 48-hour Game Jam based on Dungeons and Dragons
- Developed player and enemy movement through coding in **C#** in the **Unity** Game Engine
- Collaborated with artists and level designers to ensure optimal gameplay using **Git** and **Github**

TECHNICAL SKILLS

Languages: C/C++, C#, Java, HTML/CSS, JavaScript
Tools: Git, GitHub, Unity, Visual Studio Code, Visual Studio, Windows, CLion, IntelliJ IDEA, Unreal Engine, Raylib, Word, Eclipse, Excel, PowerPoint, Notion, Outlook, Adobe Illustrator, Itch.io