Alejandro Díaz Rodríguez

San Cristobal de La Laguna, Spain • alejandro-diazro.github.io • linkedin.com/in/alejandro-diazro alejandrodiaro4@gmail.com • +34 620 07 40 98

Programmer

Software Developer with some experience, impacting IVAO as Spain Webmaster and Software Developer. Proficient in C++, Unreal Engine and Unity, with experience in JavaScript, SQL, Perforce and Git. Diploma in Computer Science from the ESAT. Known for delivering high quality code and collaborating effectively in multidisciplinary teams. Adept at problem solving and continuously learning to stay ahead in the dynamic technology landscape.

WORK EXPERIENCE

IVAO · Remote

International Virtual Aviation Organisation VZW (IVAO) is a non-profit association which operates a free-of-charge online flight-simulation network.

Software Developer • 02/2024 - Present

 I perform maintenance and new updates of Altitude software (C++), for IVAO, which is a non-profit organization.

Spain Webmaster • 12/2021 - Present

 My tasks in webmaster is project manager within the team apart from working on multiple projects that the division has (React, NestJS, PHP, SQL, Python).

PROJECTS

Shelley Manor • 09/2023 - 06/2024

Tini Terror Studio (ESAT)

Video game available on steam, where I worked in a team of musicians, programmers, designers and artists, in Unreal Engine 5.2.

Elysium Engine • 10/2023 - 05/2024

Graphics engine made in C++, with OpenGL and DirectX11 graphic apis. With sound libraries, physics...

The son of chronos • 04/2023 - 05/2023

Game made in Unity in VR, with SuperHot style mecGame made in Unity in VR, for learning how to make a game in virtual reality, with SuperHot style mechanics.hanics.

Keyboard Party • 04/2023 - 05/2023

Unity network game, project that served for learning network gameplay in this engine.

EDUCATION

High National Diploma in Computing

ESAT - Escuela Superior de Arte y Tecnología Valencia, Spain 10/2021 - 07/2024

Overall Result: Distinction

SKILLS

Programming Languages:

C / C++, JavaScript, PHP, Python, SQL

GameDev Technologies:

DirectX11, OpenGL, Unity, Unreal Engine 5

Others: Git, Perforce, Premake

Extra: Driving License, English (B2), Spanish (native)