ALEJANDRO DE LOS SANTOS

VIDEOGAME PROGRAMMER

Passionate game development student with the ability to quickly adapt to new languages, tools and technologies. Experience working in a fast paced environment with tight deadlines.

CONTACT

(353) 89 431 6222
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alejandrodlsp.com

LANGUAGES

SPANISH

ENGLISH

FRENCH

SWEDISH

INTERESTS

Robotics - Aviation - Skydiving - Nutrition

Favourite Games Include:

League of Legends, Enter the Gungeon,

Rainbow Six Siege, Battlefield Saga,

Duck Game, Scrap Mechanics.

alejandrodlsp

alejandro de los santos puerto

WORK EXPERIENCE

Automated Test Engineer - Longboat
March 2019 - July 2019

Responsibilities:
- Create and maintain a keyword driven automated test framework
- Create a suite of automated tests for developed software components.
- Lead issue resolution for bugs identified during test phases.
- Create and maintain any required test documentation

Accomplishments:
- Had the initiative to develop a visual tool for aiding the execution of test environments, improving the workflow of the team.
- Gained experience with Python-based automated test development with Robot-framework and selenium.
- Use of tools like JIRA for defect tracking and Jenkins for build systems in an CI environment.

Tools: Python, Robot-Framework, Selenium, JIRA, GitLab, Jenkins, VNC, SSH

EDUCATION

BS.c Computer Games development - University of Limerick
2018- Present

Average QCA of 3.62

TECHNICAL SKILLS

Languages:

C# (4 years) - Python (3 years) - Java (3 years)
Lua (2 years) - JavaScript (1 year) - C (1 year)

Software Experience

Windows - Linux - Visual Studio - VS code - Office - Unity
Photoshop - FileZilla - VNC viewer - PyCharm - Valentina
Studio - Sublime text/merge - JIRA - Git - Jenkins.

Frameworks and Libraries

DotNET with WinForms, UIs with TKinter, Robot-Framework and Selenium, Numpy and Pandas for data science. Corona SDK. React. Arduino

Game Development

Both gameplay and systems programming for full games in C# with the Unity engine (4 years) and Lua with the Corona SDK (2 years). Including Gameplay and AI programming, online multiplayer development, procedural generation, inventory and player control systems.

ACHIEVEMENTS

JP McManus Scholarship Awardee - Jp McManus Fund

Skydiving 'A' licence holder - USPA

Leaving Certificate (468 points)

REFERENCES

Paul Harrison - Longboat   (paulmh001@gmail.com)