

Alexander Froelich

Unity Developer

Game Developer with 3+ years of Unity experience. Passionate about gameplay and UI programming, with 2D and 3D knowledge. Proficient in desktop and mobile game development.

✉ alexfroelich05@gmail.com

📍 Sao Jose dos Pinhais, Brazil

in linkedin.com/in/alexfroelich

📞 +55(41)99703-6597

🌐 alexfroelich.github.io/portfolio/

WORK EXPERIENCE

Unity Developer Freelancer

06/2019 - Present

- MatchSticks - Coffee Break Club: Full development of the game - gameplay, load/save system and achievement system; implemented UI with different themes and languages - (Windows and macOS via Steam).
- Developed new gameplay mechanics; implemented publisher's SDK; improved UI - 2D casual mobile game (Android and iOS).
- Enhanced the performance of the game; implemented UI; developed load/save system and gameplay adjustments - 2D Platform game (Windows, macOS and Android).
- Builds and tests for iOS and Android devices.

Unity Developer Pacer

12/2018 - 06/2019

Curitiba

- Improved and developed functionalities of an interactive boarding system for airports, increasing the precision of it.
- Developed the interfaces of auxiliary screens, and also the communication between them and the main system.
- Optimized the system's interface, resulting in a better performance.

EDUCATION

Specialization - Game Development Pontificia Universidade Catolica do Parana

06/2016 - 12/2017

Bachelor of Electrical Engineering Pontificia Universidade Catolica do Parana

02/2009 - 12/2013

SKILLS

Unity

C#

Game Development

Mobile Games Development

Game Programming

Video Games

C++

JavaScript

Swift

CSS

HTML

AWARDS

Jammer's Choice - Global Game Jam

Awarded as "Jammers Choice" at Global Game Jam 2019 (Curitiba) with the game Briga de Ermitão, and second place at Global Game Jam 2020 with the game Castora.

PROJECTS

Satellight - Unity Developer

- Puzzle game with more than 40 levels for Android devices
- Made with Unity
- Available at Play Store

COURSES

Apple Developer Academy (Feb 2013 - Dec 2014)
Program, in collaboration with Apple, for capacitation of students for iOS development

LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency

French

Limited Working Proficiency

Japanese

Elementary Proficiency