



ALEXIS FERNÁNDEZ

SOFTWARE DEVELOPER

ABOUT ME

I am an electronic engineer, I developed video games in Unreal Engine, software for microcontrollers, RTOS and I program in C/C++.

I enjoy learning from challenges, working in an organized and strategic manner, getting to know my colleagues, and building strong relationships.

CONTACT



351-6072272



alexis.ezequiel.fernandez.94@gmail.com



[linkedin.com/in/alexis-ezequiel-fernandez-5738501a7](https://www.linkedin.com/in/alexis-ezequiel-fernandez-5738501a7)

ACTUALLY

ROLE

Gameplay Programmer

OGS

I contribute to software development for various clients and projects in Unreal Engine and C++.

EDUCATION

INGENIERÍA ELECTRÓNICA

Universidad Tecnológica Nacional

SOFTWARE DEVELOPMENT

C++ y C. Basic knowledge of python, HTML y Lua

ENGINES

Unreal Engine

PROFESSIONAL OBJECTIVES:

I seek to develop my career in video game development, contributing my knowledge to solve problems and accept challenges that allow me to continue learning and acquiring new skills.



EXPERIENCE



The Originals Gangsters (OGS) - Software Developer

- Location: Córdoba - Period: Currently 2 years
- Role: Gameplay programmer
- **Looters(2023.04 - 2023.05)**: Creation of mechanics and porting the game from PC to PlayStation 4 and PlayStation 5. General bug fixing. All were made in an Unreal Engine 4.27 version for PC with C++ and blueprints.
- **UEFN(2023.05 - 2023.06)**: Creation of islands, use of Verse. With Unreal Engine 5.
- **ARTé: Mecenás (2023.07 - 2024.11)**: Mechanics development, UI development, development of tools with UE for designers, localization system, analytics system, communication with the client server, save game system, and porting to HTML. All were made in an Unreal Engine 4.27 modified version for PC and HTML with C++ and blueprints.
- **Custom Engine (2024.11 - 2024.12)**: Developed a custom 2D engine in C++ using SDL2.
- **MySimsKingdom EA (2025.01 - 2025.03)**: Porting to PC. Inputs implementation for PS4 and PS5 controllers. General bug fixing. All were made with C++.

Academic and Technical Experience

- Location: University Center for Automotive and Robotics Development
- Period: May 2021 - October 2022
- Role: Intern
- Implementation of Modbus and DIO modules for uCOS2
- Development on Bluepill (STM32F103C8T6) and Blackpill (STM32F411) boards
- Experience with protocols:
- Modbus (master/slave configuration)
- SPI, I2C, OneWire, UART, RS-232 and RS-485

Computer Service

- Location: National University of Córdoba
- Period: October 2019 - March 2021
- Role: Computer Science Intern
- Computer lab management, hardware and software maintenance
 - System cloning for MiniPCs

Universidad Tecnológica Nacional

- Period: 2 years
- Role: Intern at the Digital Techniques Laboratory
- Electronic board repair
- Hardware and software maintenance

Key Competencies

- Software Development
 - C++
 - Video Game Development with Unreal Engine
 - Blueprints
 - Embedded Systems
 - Communication Protocols
 - Microcontroller Programming with C
- 
- 