

LUCAS MARTÍN ALVAREZ

Game Developer

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📍 Buenos Aires, CABA

SUMMARY

Passionate Game Developer with Computer Science background who is consistently looking forward to new challenges and making innovative solutions. Teamwork enthusiastic who looks for ways to strengthen bonds and confidence in the team. Experienced developing in both Unity Engine and Löve2D.

PROGRAMMING EXPERIENCE

Game Developer at Community Game Project

Community Project

📅 10/2022 - 02/2023 📍 Buenos Aires, CABA

Collaborated with a foreign community developing a classic 2D game replica using Unity Engine and C#.

- Built the backend system for the map movement, interaction with environment and consistent data storage between scenes.
- Applied Assembly knowledge throughout the process to infer formulas from the original game.
- Cooperated with several teams inside the community.

Game Developer

Personal Project

📅 01/2021 - 05/2022 📍 Buenos Aires, CABA

Developed from scratch a **diablo-like 3D RPG game in Unity** with customizable level system, progression system, weapons variations and vivid map design, as a final project for the RPG Core Combat Course.

- Implemented Design Patterns with class dependencies and namespaces following best programming practices.
- Designed the experience with Cinemachine, Navmesh Agents and Particle Systems.

Game Developer at Enteneo

Racmoon Studios

📅 09/2020 - 04/2021 📍 Buenos Aires, CABA

Led a team for the CreAR program by the Argentinian Government, where we developed a **2D trivia game built on Unity Engine** which was chosen as one of the winner projects to receive a six month mentorship to finish and publish the game.

- Managed the full-cycle game development, from GDD to release
- **Developed the core gameplay system** and in-game UI interaction
- Oversaw a team of three programmers and two graphics designers
- Ported and refactored the released version to Android

STRENGTHS



Interpersonal Skills

High pro-activity and passion for teamwork.
Respect, kindness and good humor.



Challenge Driven

Eager to polish my skills and find optimized and creative solutions to deliver results with excellent quality.

EDUCATION

MS of Computer Science

University of Buenos Aires

📅 2016 - Present 📍 Buenos Aires, CABA

- Relevant Courses: Lineal Algebra, Fundamentals of Computer Graphics, Assembly and Architecture, Competitive Programming, Agile Methodologies.
- Collaborated as a Science Communicator in various events throughout the years.
- Mentored first-year freshmen with academic and course related topics

COURSES

AI & Machine Learning on Unity

Udemy - Penny de Byl

RPG Core Combat Creator Course

Udemy - GameDev.tv Team

Unity Multiplayer (Mirror): Networking

Udemy - GameDev.tv Team

CS50: Game Development Course

Harvard University

SKILLS

Game Engines

Unity Engine, Löve2D, SFML, GameMaker Studio

Programming Languages

C#, C++, Assembly, Lua, WebGL, JavaScript, PostgreSQL, SmallTalk, Haskell, HTML5, Python

Tools and Techniques

Git, Scrum, VS Code, Azure Studio, GCC, Valgrind, Bochs, NASM, CuisUniversity, Numpy

Languages

Spanish
Native

English
Fluent

German
Basic



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