

# Alex Monchez-Castillo

## Game Developer

Montreal, QC

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## Summary

I have undertaken intensive studies in computer sciences and game development at ISI to be qualified for a career in those fields. I have completed several Projects alone and in a Team during my learning days

I am motivated, creative, efficient, versatile, with a great sense of self-reliance. I easily adapt to different situations.

Plat 4 hardstuck.

## Languages

Spoken + Written:

- English
- French
- Spanish

## SKILLS

- |                        |                |
|------------------------|----------------|
| - C#                   | -C++           |
| -Unity                 | -Visual Studio |
| -Rider                 | -SDL           |
| -OPENGL                | -Github        |
| -Jira                  | -Trelo         |
| -Singletons            | -Delegates     |
| -Sprint                | -Agile Scrum   |
| -AI                    | -Netbeans      |
| -Java                  | -Eclipse       |
| -Blender               | -Python        |
| -Unreal Engine 4       | -Photoshop     |
| -TypeScript            | -JavaScript    |
| -HTML                  | -CSS           |
| -JSON                  | -Modding       |
| -User Interface Design |                |

## Personal Projects

### MV VERSUS Z

(Nov 2021- Jan 2022)

Project: <https://github.com/morijin047/MvFighters>

Description: Single handedly built a 2.5D Fighting Game with Online Play.

Software: Unity, Rider/Visual Studio, TRELO, JIRA, GITHUB.

### Captain Cure

(Oct 2021- Oct 2021)

Project: <https://github.com/morijin047/CaptainCure>

Description: Survival thriller parkour game with strong terrain and enemies to overcome.

Software: Unity, Visual Studio, JIRA, BITCKET.

### BattleGrounds

(Sept 2021-Sept 2021)

Project: <https://github.com/morijin047/Battlegrounds>

Description: 2 player splitscreen FPS Battle Arena.

Software: SDL, OPENGL, Visual Studio, TRELO, BITCKET.

## Education

### Game Development (2020-21)

Institut Supérieur D'Informatique. Attestation of College Studies. Montréal

### Natural and Computer Sciences (2015-19)

College Ahuntsic, Attestation of College Studies. Montreal.

## Personal Accomplishment

Middle Years Program: Graduated from HB highschool in 2014 in the renown MYP offered by IB.

President of the gaming club: Responsible of 60+ members, club finances and delegating 5-10 other club leaders for 3 years.

1<sup>st</sup> Place Fighting Game Tournament: 40 men Tournament at OTAKUTHON 2015.

Modding Experience: Made custom builds for Smash Wii U and Sonic Robo Blast 2 Kart

Volunteer: Various organizations such as "Société canadienne du cancer" and "Je m'exprime-je crée" during 5 years.

Maintenance worker: Worked at the eco-center of St-Michel for 3 years. Had to enforce the law to citizens and clean the terrain as a team of 5-6.