

Alexander Matos

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/progalex2018

Education

University of Puerto Rico at Bayamón

Bachelor of Science in Computer Science

2016 – 2022

Bayamón, PR

Emilio R. Delgado High School

Major Electricity, Electronics and Computer Repair

2013 – 2016

Corozal, PR

Projects

"Dimension Drifter" 3D endless runner game for mobile (In Development)

- > The game combines vertical platform jumping and horizontal running mechanics.
- > It instantiates sections and certain elements at random for variety gameplay.
- > Implements movement and action controls using the new input system from Unity.

"Memoriae" Game for Global Game Jam 2023

- > Short narrative-based game developed in Unity.
- > Your goal is to find the key that grants you access the roots of your family memories.
- > Implemented voice detection to control visibility in one of the levels.

"Manabi" Game (Prototype in Unity Engine)

- > Narrative driven educational video game aimed at middle school students with emphasis in physics.
- > Used SQLite as an embedded database for data persistence.
- > Used Vector Math for player movement, rotation, logic and others.

Experience

Best Buy Co. Inc.

Customer Experience Specialist (Contract)

October 2019 – January 2020

San Juan, PR

- > Provide troubleshooting and technical assistance to customers.
- > Assess the customer's needs and translation into solutions.
- > Coordinate with customers to resolve any billing inquiries.
- > Contribute to team effort by accomplishing related results as needed.

Skills

Programming Languages C#, Java, C/C++

Version Control Git/GitHub

Tools & Environments Unity Engine, Visual Studio, Visual Studio Code, Eclipse, Microsoft 365, Google Suite, WinShell for LaTeX

Bilingual Spanish, English