

Suyay Charles Alejandre

Software Engineer / Game Designer

Profile

Bachelor's degree holder in Computer Science specializing in Real-Time Interactive Simulation, with emphasis in Game Design and Gameplay Programming. Passionate about creating engaging interactive experiences through design and programming.



Student Projects

Numbra. 3D Puzzle Adventure

Digipen | Unreal Engine 5 | 13 people

Lead Designer / Producer

- Designed and built immersive environments and logical puzzles.
- Organized meetings and conducted the team.
- Supervised the work and assisted the teammates.

Crash n Burn. Action Racing

Digipen | Custom 3D Engine | 8 people

Level Designer / Gameplay Programmer

- Implemented racing game spaceship driving and physics.
- Designed tracks capturing the fast-pace and combat aspects of the game.

Virtual Mayhem. 2D Fighting

Digipen | Custom 2D Engine | 14 people

Lead Designer / Gameplay Programmer

- Designed interactions between characters and combos.
- Implemented player controller.

Achievements

Pop The Pops – GGJ Entry 2025

Best User Experience Award

Tickle War – GGJ Entry 2024

Best Narrative Award

Education

Bachelor of Computer Science In Real Time Interactive Simulation

DigiPen Institute of Technology –
Bilbao, Spain

2021 – 2025

Mathematics Minor

DigiPen Institute of Technology –
Bilbao, Spain

2021 – 2025

Programming Languages

- C++
- Python
- C
- C#
- x86 Assembly
- Matlab

Other Skills

- Unreal Engine
- Unity
- Maya
- OpenGL
- Visual Studio
- Git

Languages

Spanish: Native Speaker

English: C1 Advanced Certificate

Basque: C1 HABE



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[Suyay Charles](#)



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