Alejandro David Sánchez Marrero

Date of birth: 29/12/2000

Nationality: Spanish

CONTACT

alejandro.dvdsm@gmail.com

(+34) 685691025

https://alejandro-sanchez.netlify.app/

https://github.com/AlejandroDVDSM

www.linkedin.com/in/alejandro-david-sánchez-marrero-a78b92308

europass

LANGUAGE SKILLS

MOTHER TONGUE(S): Spanish

Other language(s):

English

Listening B2	**Spoken production** B2
Reading B2	**Spoken interaction** B2
Writing B2	

WORK EXPERIENCE

Rising Pixel Las Palmas de Gran Canaria, Spain

Videogame developer

02/01/2023 – Current

- Developed a text chat system and a voice chat system with Photon, a tooltip system and a popup system for a metaverse project made with Unity along as bugfixing and polishing.
- Developed a business simulation with Construct 3 for an italian private university.
- Bug fixing and polishing of a Unity mobile app for children to learn about art [Artoo]
- Worked in an European project to develop a Unity app for mobile devices that aims to raise awareness of peripheral areas of Italy, Germany, Spain and Turkey. [RecordApp]
- Developed different webgames with Construct 3 and Unity. [Samurai Survivor, Pocketro, Luna and the Magic Maze]

Game developer intership

09/2022 – 12/2022

- Developed a webgame made with Unity
- Developed an Android videogame made with Unity
- Developed a visual novel prototype made with Unity and the Yarn Spinner package

EDUCATION AND TRAINING

16/09/2024 – 23/07/2025 La Laguna, Spain

Master's Degree in Video Game Development University of La Laguna

- **Unity:** Practical experience with physics, tilemaps, *Cinemachine* for dynamic camera control, and AI systems for NPC behavior and decision-making.
- **Unreal Engine 5:** Advanced knowledge of gameplay programming using Blueprints and C++, including implementation of the *Enhanced Input System*, interaction systems, ability systems, multiplayer frameworks, and animation blueprints.
- **Version control and team collaboration** using *Perforce*.

Play it here

Website https://www.ull.es/masteres/desarrollo-videojuegos/ | **Final grade** 9.67 |

Thesis Card roguelike videogame

Link https://github.com/AlejandroDVDSM/TFM_CardGame

09/2018 – 07/2023 Las Palmas de Gran Canaria, Spain

Degree in Computer Science University of Las Palmas de Gran Canaria

Website https://www.ulpgc.es | **Final grade** 6.9 | **Thesis** Gamified mobile application for physical exercise

Link https://github.com/AlejandroDVDSM/TFG

SKILLS

Unity | Unreal Engine | Construct3 | Git | Perforce | C# | C++ | Web Technologies Fundamentals - HTML, CSS | Firebase: Firestore, FirebaseAuth, Firestorage, RealTime database | Project management tools (Trello, ClickUp, Zoho) | Yarn Spinner | Nova UI Package

PROJECTS

Master's Thesis - Card roguelike videogame

In this project a videogame is designed and developed for the web platforms with the Unity 6 engine. In the videogame the player is presented with different factions to choose from, each with different stats and unique magics. Within the game, the system will randomly generate a limited number of cards from a given collection of data. There are three different types of cards with different purposes: item cards, which restore the player's stats; status cards, which apply a positive (e.g. invisibility) or negative (e.g. poison) status to the player for a certain number of cards; and enemy cards, which apply damage to the player's health.

During the player's turn, the player must choose a card from three different possibilities. The cards that have not been chosen are automatically discarded while three others are randomly generated until the total is exhausted.

Players must make strategic decisions about which paths to choose and which cards to face to achieve their goal: to use up all the cards generated and come out alive.

Play it here

Link https://github.com/AlejandroDVDSM/TFM_CardGame

Degree's Thesis - Gamified mobile application for physical exercise

Some videogames, as well as seeking to entertain players, seek to raise awareness of social problems, education or, as in the case for this project, to promote healthy habits through gamification.

To achieve this, the player's data is accessed on Google Fit: a platform for tracking physical activity and wellbeing. In this way, with their steps taken, they can redeem upgrades that benefit their game. Firebase, a mobile and web application development platform, is also used to store player data to create a data-driven application that allows developers to change the look and feel of the game without the need for a new retail release.

Link https://github.com/AlejandroDVDSM/TFG

Unreal Engine Puzzle Project

The project, that was made with Unreal Engine 5.4 with C++, consists in four different puzzles, where the first one serves as a tutorial and the others present different and unique features. All these puzzles share one element in common: collecting keys to progress through the game.

Link https://github.com/AlejandroDVDSM/D3DPuzzle

Space Invaders

This project recreates the classic Space Invaders game in Unreal Engine 5.4 using C++ and making use of its own GameModeBase, Pawn, HUD, PlayerController and GameInstance. Its features the use of Niagara effects and EnhancedInput as well.

Link https://github.com/AlejandroDVDSM/MSDV_SpaceInvaders

Ability System and Animations Project

The purpose of this project is to develop a character using the animation blueprint and implement a ability system to organise part of the gameplay. The character will be able to perform different actions depending on the abilities they have acquired.

This project was made with Unreal Engine 5.5 and uses the enhanced input system, an interaction system (which can be seen in more details here), gameplay tags and data assets.

Link https://github.com/AlejandroDVDSM/D3DAnim

Unity 2D Platformer Prototype

The prototype developed consists of a side-scrolling platform game in which the character must overcome obstacles and reach the end of the map.

Link https://github.com/AlejandroDVDSM/FDV_Prototype

Unity AI Projects

Developed four different projects to learn AI in Unity. These projects contains different AI architectures such as finite states machine, behaviour trees or Goal Oriented Action Planner (GOAP) that makes the NPC perform different actions such as patrolling, hiding, attack, etc.

- GOAP project
- Behaviour Tree Project
- Finite State Machines
- Basic Nav Mesh

Unreal Engine Lightning

A project made to learn about how lighting works in Unreal Engine.

Link https://github.com/AlejandroDVDSM/MSDV_Landscape

FantasyRPG

A 2D videogame made with Unity where the player must choose a character, each one with unique stats and movements, and survive agaisnt a horde of enemies.

Play it here

Link https://github.com/AlejandroDVDSM/FantasyRPG

DRIVING LICENCE

Driving Licence: B