

# Alejandro David Sánchez Marrero

---

[Portfolio](#)

[Github](#)

[\(+34\) 685 69 10 25](#)

[LinkedIn](#)

[alejandro.dvds@gmail.com](mailto:alejandro.dvds@gmail.com)

## Experience

---

**Rising Pixel** **Videogame developer** **Jan 2023 - Present**

- Developed a text chat system and a voice chat system with Photon, a tooltip system and a popup system for an undisclosed 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 (Android and iOS) 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 such as [Samurai Survivor](#), [Pocketro](#) or [Luna and the Magic Maze](#).

## Education

---

**Master's Degree in Video Game Development** **University of La Laguna** **Sep 2024 - Jul 2025**

- **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.
- **Final grade:** 9.67

**Degree in Computer Science** **University of Las Palmas de Gran Canaria** **Sep 2018 - Jul 2023**

- **Final grade:** 6.9

## Skills

---

**Programming Languages:**  C#,  C++, Unity, Unreal Engine 5, Construct3

**Tools:** Git, Perforce

**Languages:** English (B2 level), Spanish (native)