

# Alejandro Flores Lerdo de Tejada

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## SPECIALIZED SKILLS

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<b>Programming Languages</b>	<b>Experienced:</b> <a href="#">C#</a> , <a href="#">C++</a> , <a href="#">Java</a>   <b>Knowledgeable:</b> <a href="#">Python</a> , <a href="#">C</a>
<b>Tools</b>	Visual Studio, Git, IntelliJ, Office Suite
<b>Library &amp; Frameworks</b>	Unity, Unreal Engine
<b>Design</b>	Blender, MagicaVoxel, Aseprite, Adobe Photoshop, Gimp, DaVinci Resolve
<b>Languages</b>	<a href="#">Spanish</a> – Mother tongue, <a href="#">English</a> and <a href="#">French</a> – Written and Spoken

## PROJECTS

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### Next-Generation Cities – [Unity](#), [C#](#)

#### C40 Prototype

May 2021 – August 2021

Gamification of the research done by the PHDs students of the Next-Generation Cities Institute. This was more as a proof of concept to show that we could gamify all the concepts of the research in order to present them in the fun and educative manner.

- Developed Construction material selection system.
- Developed rooftop object placement system.
- Design and implement User Interface for respective systems.
- Modelled 3D game assets

#### Dompark Project

January 2022 – May 2022

Continuing the gamification of the research done by the PHDs students of the Next-Generation Cities Institute. With the experience of the first project, the goal of this one was to narrow the scope of end users to make a more professional tool than a videogame as first envisioned.

- Developed the API communication base.
- Developed rooftop vegetation system.
- Design and implement User Interface for the platform.
- Design and develop notification and report system.

URL: [alejandروفlores.ca/next-gen-cities](http://alejandروفlores.ca/next-gen-cities)

### Skeleton Dungeon (Personal Project) – [Unreal Engine](#), [C++](#)

Fall 2019 - Present

Single player dark, RPG-driven dungeon crawling game inspired by the Dark Souls series. Voxel styled with multiple puzzles and obstacles that the player must solve in order to progress.

- Build base system of interaction with objects
- Develop combat mechanics
- Design and implement User Interface
- Model 3D game assets

URL: [alejandروفlores.ca/skeleton-dungeon](http://alejandروفlores.ca/skeleton-dungeon)

### GameDev Idle Simulator (End of Collegial Studies Project) – [Unreal Engine](#), [C++](#)

April 2020 – July 2020

A top-down idle simulation game where the Player oversees a small video game company. The Player must hire new staff, upgrade their office and create new game ideas in order to progress.

- Built the base system that integrates an in-game development cycle
- Developed shop and player inventory systems
- Designed and implemented User Interface
- Modelled 3D game assets

URL: [alejandروفlores.ca/idle-project](http://alejandروفlores.ca/idle-project)

### Final Quest (Game Jam) – [Unity](#), [C#](#)

Feb 2020

A board game that captures the RPG style as Final Fantasy. Players must advance through the board collecting different loot while defeating enemies. Using the mobile app to keep track of the player stats, read the cards using a QR scanner and visualizing the fights between you and monsters or other players.

- Build the card objects database
- Developed in-game dice mechanic with physics
- Designed and implement User Interface
- Developed combat mechanics

URL: [alejandروفlores.ca/final-quest](http://alejandروفlores.ca/final-quest)

### Quarantine (Academic Project) – Unity, C#

Fall 2019

A single-player first person shooter where the player must survive endless waves of infected.

- Developed wave system and boundaries of spawning enemies
- Designed the levels layouts and 3D environments
- Animated first person character
- Designed and implemented a dynamic User Interface

URL: [alejandروفlores.ca/quarantine](http://alejandروفlores.ca/quarantine)

### Block Breaker (Academic Project) – Unity, C#

Fall 2019

A classic single-player game where the player must smash bricks by bouncing ball with a paddle. Has a very unique arcade style and various levels.

- Developed a dynamic powerup system
- Translated a shader into HLSL language for CTR effect
- Designed and implemented an advanced User interface

URL: [alejandروفlores.ca/blockbreaker](http://alejandروفlores.ca/blockbreaker)

## PERSONAL SKILLS

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- Adaptable to rapid change and able to quickly pick-up new techniques.
- Strategically thinking through all parts of the design process.
- Strongly committed to all projects from inception right through to the end.
- Can manage multiple projects in a fast-paced, deadline-driven environment.
- Creative and spontaneous.

## EDUCATION & TRAINING

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### Concordia University Montreal QC

Sep 2020 – May 2023 (Expected)

- Bachelor of Computer Science – Computer Games Co-op

### LaSalle College Montreal QC

Sep 2017 – June 2020

- Technical DEC in Computer Science Technology – Video Games Programming

## WORK EXPERIENCE

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### Concordia University – Next-Generation Cities Institute

Video Game Programmer and Designer

Summer 2021 and Winter 2022

- Design and develop main features of the platform
- Main task detailed in projects above

### Maxi

Fruit and Vegetables Clerk

May 2018 – Dec 2021

- Managed the department at occasions.
- Collaborated with colleagues to accomplish teamwork tasks

### Novelmex

Manager

2012 – 2014

- Self-managed tasks and own time
- Managed the store
- Expos attended with the same company, Novelmex:
  - Comic-Con 2012, 2013 and 2014
  - Expo Collectors 2013 and 2014
  - Expo electronics 2012, 2013 and 2014