

Career Summary

Alejandro is an interactive media designer with a solid background in software development and 6 years of professional experience. Over the last 5 years, has specialized in Unity, focusing primarily on Virtual Reality, mobile applications and 2D games. Graduated with honors, earning a master's degree in video game development from Universal Arts School, where he had the opportunity to develop several games as a solo developer. With a deep passion for games and a strong foundation in both design and development, his main goal is to ensure that the final product provides a captivating, satisfying, and enjoyable experience for users.

Indie Development Portfolio: <https://alejandroendo.itch.io>

Linkedin: [alejandroendo](#)

Email: alejoendo@hotmail.com

Phone number: [\(+57\) 316 440 5992](tel:+573164405992)

Summary of Qualifications

Development

- Virtual Reality (Adv)
- Android/IOS apps (Mid)
- Complex UI building (Adv)
- Maintenance and Optimization (Mid)
- Design Patterns (Adv)
- Event Driven Architecture (Adv)

Videogames

- Design Thinking (Mid)
- Game Feel (Adv)
- Gameplay (Mid)
- Quick Prototyping (Adv)
- Proactive iterative approach (Adv)

Collaborative Tools

- Git (Mid)
- Jira (Mid)
- ClickUp (Mid)
- Plastic SCM (Mid)

Soft Skills

- Creative Thinking (Adv)
- Quick learning (Adv)
- High sense of responsibility (Adv)

Languages

- Spanish (Native)
- English (B2)

Career History

Electronic Arts, Bogota, Colombia

Jan 2026 - Feb 2026

Senior QA

Project: FC

- Member of Continuous development team.
- Test new mechanics before releasing them.
- Collaborate with multiple members across the world.
- Cross-platform testing.

Tools: Agile, Excel, Microsoft Teams, PS4/PS5 Target Manager, Microsoft GDK.

Freelancer, Cali, Colombia

Jun 2025 - Dec 2026

Unity Developer

Project: Jaguars

- Collaboration with Icesi, Eafit and other universities about several natural parks.
- Accessibility implementation to be usable by blind players.
- Collaborated with the team on game design, focusing on gameplay mechanics.
- Game design consulting.
- Technical support.

Tools: Unity 6.

Project: Capital Común (Common Capital)

- Main Developer.
- Collaborate with game design and art.
- Quick iteration in game mechanics based on usability feedback.

Tools: Agile, Unity 6, Rider IDE, Figma, Git.

Alternova Inc, Medellin, Colombia

Jan 2022 - Mar 2025

Semi Senior Unity Developer

Project: Hope

- In-house 2D Metroidvania project.

Alejandro Endo | Game Developer

- Main developer responsible for providing proprietary code for core mechanics.
- Collaborated with the team on game design, focusing on gameplay mechanics.
- Implemented quick iterations for gameplay mechanics and puzzles.
- The project is still in the early stages of development.

Tools: Agile, Unity 6, Git, Microsoft Teams.

Project: LetSync

- Served as the lead developer for a new module.
- Maintained, updated, and optimized legacy dependencies.
- Addressed poor UI implementations that didn't align with design requirements.
- Collaborated with designers to resolve and improve issues identified in the implementation of the new module (a trivia-like roulette game).
- Built a chat system from scratch with basic features (sending, seen status, timestamps, special messages, and turns).
- Extended login functionality to support Android (OAuth) and iOS (Apple ID) authentication.
- Released APK and TestFlight QA versions for rapid iteration.
- Provided code documentation alongside the new module release.

Tools: Agile, Microsoft Teams, Plane, Unity 2022, Xcode, AndroidStudio, TestFlight, Rider IDE, Figma, Git, Doxygen.

Project: MasterMind

- Designed two of the three main games in the project, collaborating closely with the client and the design team.
- Implemented a modular architecture for the main games, allowing for different rule variations.
- Designed and developed multiple rule variations for each game, enabling players to experiment with different playstyles using the same core gameplay.
- Implemented and optimized 3D game assets for VR.
- Developed interactive tutorials for the games.
- Designed and developed the process of porting VR games to a mobile version.

Tools: Agile, ClickUp, Google Suite, Microsoft Teams, Meta Quest Developer Hub, Unity 2022, Git.

Various companies, Cali, Colombia

Feb 2020 - Jan 2022

Flutter Mobile Developer

Company: S4N (8 months)

- Worked on multiple short projects, helping to establish an effective working methodology with the technology.

Company: Bees2Biz (11 months)

- Worked as a mobile developer for an employee management tool.

Company: SaraLT (5 months)

- Worked as a mobile developer for an Uber-like app.

Alejandro Endo | Game Developer

Tools: Git, Flutter, Slack, Discord, XCode.

Carvajal Tecnologia y Servicios, Bogota, Colombia

Jul 2019 - Feb 2020

Jr. Back-End Developer

Project: Internal Knowledge Management System (KMS)

- Perform maintenance and resolve bugs within the project.
- Provide support for other department-related projects.
- Implement new features and enhancements to existing modules.

Tools: Google suite, Git, Trello, Visual Studio, Node.Js.

Education

Universal Arts School, Valencia, Spain

Oct 2022 - Sep 2024

Master's degree Video Game Development

Universidad Icesi, Cali, Colombia

Aug 2014 - Dic 2019

BA. Interactive Media Design