

# Alejandro Ramos Vargas

Game Developer

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Passionate about user experience, creative entertainment system design, and engaging game mechanics. Over three years of experience designing games in Unity and Unreal. Currently working proactively at Tlachi Games.

## SKILLS

### Game & Level Design

- C# programming using Game Patterns.
- Level design & blockout.
- Game system design, implementation, and balancing.
- UI implementation.
- Audio system integration.
- Playtesting and iteration.

### Level Editors

- Unity & Unreal.

### Programming

- C# & Unreal Blueprints.

### Skills

- Provide clear vision on the project and guidance to achieve a game vision.
- Generating user interface design diagrams for the team.
- Documenting and describing all game mechanics and user experience.
- Communicating clearly and precisely with the team throughout the game's development.

### Software

- Maya
- Miro & Trello
- Adobe Creative Suite (Ps, Ae, Pr, Ai, Au, Ds, Pt).
- Visual Studio 2022

## EXPERIENCE

### Tlachi Games, Game Developer

2023 - present

#### • Nara Tower Defense - Game Developer

July - August | 2025

- Designed and implemented the complete project UI.
- Developed the audio system.
- Programmed scene loading functionality.
- Built a comic system for storytelling.
- Implemented various game systems (excluding core gameplay).
- Collaborated with the team to solve level design challenges.
- Created marketing campaigns on Google Ads and Meta.
- Worked collaboratively using GitHub for version control.

#### • Chemical Engineer - Game Programmer

August - September | 2024

- Development of game design proposals.
- Creation of mock-ups illustrating the main game mechanics and user experience.
- Level design, using basic 3D models in Unreal to create the level's environment.
- Lighting the 3D world where the gameplay takes place.
- Implementation of the graphical interface and sound.
- Collaboration using GitHub and Unreal.

#### • Gamification Game - Game Programmer

June - July | 2023

- Designing the graphical user interface and presenting proposals to the development team.
- Ongoing communication with the tech team for coordination of the project's GitHub.
- Creation of a sound system manager and implementation of sounds in Unity.
- Implementation and collaboration with the art team for the graphical user interface.
- Testing game systems, identifying bugs, and fixing them.

- **Súper Libia - Game Programmer**

*March - April | 2023*

- Propose game mechanics by developing mock-ups and presenting them to the team.
- Collaborate with the art team to develop 2D animations, rigging, and 2D visual effects in the Unity engine.
- Create user interface designs, present proposals to the team, and implement the graphical interface in Unity.
- Balance the game design, generate documentation for the tech team, and conduct tests with the development team. Follow up and refine the system until launch.

- **Bota Bota - Game Designer & 3D Artist**

*November - December | 2022*

- Developed the game design document, where I designed the graphical user interface to communicate the game's concept to the art and programming teams.
- Built the 3D game environment in Unity, conducted tests with the team, and gathered feedback on level design.
- Created art style reference boards to define the project's visual style.
- Conducted playtesting with the team to balance power-ups and game mechanics.

## EDUCATION

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- **Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM)**

- Bachelor of Arts, Digital Art
  - Specialization in Animation.
  - Specialization in Game Development.

Graduated 2022

- UT-HUB
  - Epic Bootcamp Animation, Unreal Engine.

Graduated 2023