

Alejandro Urvieta González

Game Developer | Unity Tools · C# · Unreal Engine 5

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github.com/Simiobanana | [Portafolio / Portfolio](#) | [MeasureSystem - Unity Asset Store](#)

PROFILE

Game Development and Interactive Media engineer with experience building a real-time measurement tool published on the Unity Asset Store, implementing unit tests and UI, and developing educational VR mechanics. Additional experience teaching Unreal Engine 5 and Blender, with academic C++ graphics and Unity AI projects.

TECHNICAL SKILLS

Programming: C#, C++, Python, object-oriented programming, Git, unit testing.

Game development: Unity 2D/3D/VR, Unreal Engine 5 (since 2022), Blueprint scripting, UEFN.

Technical art: Shader Graph, Niagara, Blender, Maya, Substance; shaders and particle systems.

RELEVANT EXPERIENCE

Unity Developer Intern | Attribute Overload | May-December 2024

- Developed MeasureSystem Real-Time to measure object dimensions and distances between selected points; published by Attribute Overload on the Unity Asset Store.
- Implemented unit tests, UI and backend connections; researched and developed real-time AI navigation tools.

Unity Backend Programmer | Icaro Technologies | July-August 2024

- Researched and developed Unity VR mechanics for an educational simulation of milling-machine operation.

Unreal Engine 5 / Blender Instructor | Freelance | March-June 2025

- Taught modeling, sculpting, texturing, asset integration into UE5 and introductory Blueprint scripting.

Web Developer | Freelance | July 2026

- Built and published [Ká Hai](#) on GitHub Pages: two interactive 3D viewers, camera controls, PBR material adjustment and Formspreet contact integration.

SELECTED PROJECTS

BananasEngine | C++ / DirectX / ImGui: academic graphics engine developed over four months using an ImGui template. Supports OBJ models and interactive transformations, color and lighting controls. [Source code](#).

Cazadores de Automatas | Unity VR: led the project and contributed scoring, timer, UI navigation, collisions, spline-based enemy movement and settings; assisted with weapon functionality.

The Exit 8 | Unreal Engine 5 mechanics study: implemented anomaly behavior, a win condition and level transitions; integrated footsteps and ambient audio. Personal recreation. [Repository](#).

ADDITIONAL EXPERIENCE

Co-founder, JaRo Labs | February 2026-present: 3D modeling and printing, equipment maintenance, customer orders and Excel tracking dashboards.

EDUCATION & LANGUAGES

Engineering in Game Development and Interactive Media

Universidad Cuauhtémoc Querétaro | 2021-2024

Spanish: native | English: B2 | Based in Querétaro, Mexico; available immediately.