DANIEL ALVARADO
GAMEPLAY PROGRAMMER

CONTACT

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in Linked In Page

SKILLS

- Unreal Engine
- Unity
- C++
- C#
- GiHub
- Perforce

LANGUAGES

- English (Fluent)
- Swedish (Native)

GAME PROJECTS

Shard of the Banished (Still in development) – Unreal Engine 5, C++
- Implemented most gameplay mechanics such as Combat, Inventory & Equipment system, mantling, and dodging.

Roborun - Unity, C#
- Implemented lane-based movement, jumping and sliding mechanics.
- Developed a player state manager for dynamic animation transition
- Developed an audiomanager to handle all sounds in the game.

Summit Sprint - Unity, C#
- Developed a player stat system to keep track of the player's stamina and chalk usage during climbing.
- Developed a player ghost system that records player movement and can be used as an opponent.

Project Phantom (Still in development) - Unreal Engine 5, C++
- Developed replicated First Person Shooter mechanics.
- Created host and join sessions using Steams Online Subsystem

EDUCATION

FutureGames, Stockholm – Game Programmer Specialization
September 2023 - December 2025
- Higher Vocational Education Diploma - Game Programmer

WORK EXPERIENCE

Bröderna Oscarssons Plåt HB - Stockholm – Sheet metal worker
May 2020 - December 2023
- Worked on roof and facade maintenance, covering, repairing, and maintaining metal structures.
- Gained experience working both independently and in teams to complete projects within set deadlines.

Nordic Wellness - Stockholm, Södermalm – Receptionist
June 2016 - Mars 2019
- Sold memberships and processed payments, informing customers about different options and promotions.
- Managed stock inventory and product orders to ensure necessary supplies were always available.

Vapiano - Stockholm,Gamla Stan – Servicepersonal
June 2016 - October 2016
- Provided customer service by greeting guests, taking orders, and handling payments, ensuring a smooth dining experience.
- Helped maintain a clean and organized restaurant environment by regularly cleaning tables and workstations.