Cristhian Andres Grajales Perez

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Skills

Languages: C#, C++, Python
Technologies and tools: Unity, Unreal Engine, Blueprints, Git & GitFlow, Input Systems, Cinemachine, NovaUI, Firebase, XR, Addressables, Doxygen, Shader Graph, Localization, Zenject, UI Toolkit, Unity MCP, Photon, WebGL

Experience

Alternova Inc.   Apr. 2022 - Act
Unity Developer
- Built VR and Mobile applications for healthcare
- Implemented gameplay systems, UI flows and optimizations.
- Integrated Firebase (Analytics, DB, Auth) and cloud workflows.
- Led exports for Android, iOS, Meta Quest and WebGL; used Zenject for DI.
- Used and created tools for testing in Unity Projects.
- Created Combat System, Camera System and Shaders for a Metroidvania game.
- Improved development time for a big project creating a Symlinks system for duplicated assets between versions.
- Unity, C#, Git & Gitflow, XR, Android and iOS, Firebase, Addressables, NovaUI, Input Systems, Doxygen, Shader Graph, Localization, Photon, WebGL, Unity MCP, UI Toolkit.

Castatutors   Mar. 2019 - Jul. 2022, Jun. 2023 - Jun. 2024
Instructor and Game Developer
- Produced long-form courses (140+ lessons, 40+ hours)
- Designed curricula for 2D RPGs and 3D platformers; taught C#, Blueprints and UE5 fundamentals.
- Unity, Unreal Engine 5, C#, C++, Blueprints, Input Systems, Cinemachine, Tutoring

Freelance   Feb. 2020 - Feb. 2025
Instructor and Game Developer
- Indie prototypes, specific features and personalized tutoring
- Advised on architecture, performance and C# good practices.
- Unity, C#, Input Systems, Cinemachine, Tutoring

Woldev SAS   Feb. 2018 - Jan. 2020
Trainee Game Developer
- Helped with some Unity 2D features for power ups systems and 3D modeling.
- Learning the basis of teamwork and technical skills.
- Unity, C#

Education

Universidad Tecnológica de Pereira   Feb. 2018 - Jul. 2024
Software Engineering
Relevant courses: Object-Oriented Programming, Computer Graphics, Linear Algebra, Mathematics, Physics, Data Structures and Algorithms, Artificial Intelligence, Statistics, Client-Server Architecture.

Projects

- **Hope Project**: A 2D Metroidvania where action, adventure, and heartfelt journey come together! Inspired by a real-life experience, this game is all about exploration, growth and learning to navigate depression in a meaningful and interactive way.
- **Hero's Home:** 2D Top-Down RPG educational project teaching full dev pipeline.
- **Polombia:** Satirical educational game that documents Colombia through satire. Multiple playable characters, mobile.
- **Tery-Bit:** Interactive mobile experience where players earn small cash rewards.
- **Space Drop it:** Arcade title with color-based defense mechanics.
- **Phantomas Course:** Large 2D platformer course (142 lessons, 20+ hours).
- **3D Platformer course:** A short course on YouTube where the main mechanics of this type of videogames are programmed, inspired by major representative titles such as Mario Odyssey, Spyro and Yooka Laylee.
- **Third Person Shooter with Unreal Engine 5:** Unreal Engine course to teach from the C++ fundamentals to the basic features to do a Third Person Shooter videogame.
- **VR Training:** Meta Quest VR modules for healthcare training (private deployments).
- **Fundamentals for Unity C#:** A course focused on learning how to program without having to follow a step by step tutorial. Plan, think and program your own mechanics for apps and video games.

Awards and certifications

- **Distinguished student:** Distinction awarded for completing the degree program with a high grade point average.
- **European Accreditation of Engineering Programmes:** A certificate indicating that the program is accredited by the European Network for Accreditation of Engineering education in accordance with international standards bearing the EUR-ACE quality seal.

Talks

- **Introduction to the video game industry:** FLISoL (Latin American Free Software Festival)
- **Open Source in the videogame industry:** FLISoL (Latin American Free Software Festival)
- **Game Development Stand Presentation:** Software Freedom Day
- **Procedural Generation in Videogames:** Pereira Tech Talks
- **University Workshops:** Universidad Tecnológica de Pereira
- **Community Open Courses:** Free Game Development Classes
- **Game Development Research Group:** Universidad Tecnológica de Pereira
- **Online Course Participations:** Online educational material