Juan Andre Alvarez Meza

Los Angeles

(818) 200-6438
jandre.alvarezm@gmail.com
Portfolio: andregameprojects.com

Game Designer and Programmer

Passionate about creating innovative games where players experience a true feeling of exploration and discovery. Focused on designing unique game mechanics that can challenge players and making levels that make full use of these mechanics in interesting ways. Skilled at coding gameplay and making basic tools that help other designers make changes easily.

Skills:

- Experienced with developing games in Unity
- Familiar with the principles of game design and playtesting
- Proficient in coding with C#
- Experience with LUA
- Familiar with GitHub
- Fluent in English and Spanish

Projects:

Star Overhead

- A short 2D puzzle platformer that got a Steam release.
- Implemented Steam achievements.
- Was the lead programmer in a small team of 3.
- Created a responsive and tight character controller.
- Responsible for coding most level gimmicks.
- Worked with another programmer to implement a system where the player is able to slow down or reverse time by playing an organ.
- Contributed to level design that made full use of the level's mechanics.
- Implemented a save system that keeps tracks of the player's progress and collectibles.

Planet Hopper

- A 3D score chasing game about jumping from planet to planet to collect oxygen and last as long as possible.
- Implemented physics based but responsive movement system that allows the player to build up momentum.
- Created a gravity system that allows for both spherical and non spherical planets.
- Made a tutorial that introduces the player to each mechanic in the game.
- Designed a map that takes full advantage of the game's mechanics by allowing the player to hop from planet to planet.
- UI that shows when the player is about to die while being immersive.

Magnetic Rays

- Designed a short 3D open world game where you swing through buildings.
- Incorporated puzzle elements in which players must use their environment to advance.
- Players learning how to use their abilities allows them to discover new areas of the map.
- Programmed player controller with a focus on movement and momentum.
- Implemented UI and collectibles that guide the player through the game.

Monochrome Ninja

- 2D stealth puzzle platformer.
- Programmed enemy AI and lasers that activate when the player is on sight.
- Implemented camouflage system where the player can blend into the background to avoid detection.
- Designed levels to be solvable both forward and backward.

Sorcerer Serpent

- A mobile game where you recruit mages to kill hordes of enemies.
- Lead programmer in a team of 3.
- Implemented a horde system where more and harder enemies spawn around the player over time.
- Created a state machine for the boss's AI.
- Implemented leveling up system that allows the player to upgrade themselves or acquire followers.

Exo Swinger

- A VR game about swinging through a city.
- Lead programmer in a team of four.
- Contributed to level design.

Education:

New York Film Academy:
Bachelor of Fine Arts in Game Design (2025), graduated with Summa Cum Laude honors