Alexander Matos

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in /Alexander Matos
🌐 My Portfolio

🎓 Education

University of Puerto Rico at Bayamón   2016 – 2022
Bachelor of Science in Computer Science   *Bayamón, PR*

Emilio R. Delgado High School   2013 – 2016
Major Electricity, Electronics and Computer Repair   *Corozal, PR*

⚗ Projects

"Memoriae" Game for Global Game Jam 2023
> Short narrative-based game developed in Unity.
> Your goal is to find the key that grants you access to the roots of your family memories.
> Implemented voice detection to control visibility in one of the levels.

"Manabi" Educational Game
> Narrative driven educational prototype video game aimed at middle school students with emphasis in physics.
> Used SQLite as an embedded database for data persistance.
> Used Vector Math for player movement, logic, interactions and others.

🌐 Experience

Require Puerto Rico Inc.   July 2023 – Present
Software Developer   *Guaynabo, PR*
> Developed multi-platform interactive 3D & 2D applications and games for the Education sector.
> Built education-driven prototypes in Unity for the R&D cycle.
> Helped optimize current Unity projects by approximately 40%.
> Implemented a Single Sign-On (SSO) solution for a Unity application using Microsoft Azure Entra ID for secure authentication and streamlined user access.
> Automated the deployment of Unity WebGL builds to Azure Static Web Apps by environment, leveraging Unity Cloud Build, Azure Pipelines, and Azure Functions.
> Built dynamic, responsive web application solutions with component-based architecture using ReactJS.

Best Buy Co. Inc.   October 2019 – January 2020
Customer Experience Specialist (Contract)   *San Juan, PR*
> Provide troubleshooting and technical assistance to customers.
> Assess the customer's needs and translation into solutions.
> Coordinate with customers to resolve any billing inquiries.
> Contribute to team effort by accomplishing related results as needed.

⚙ Skills

Programming Languages C#, Javascript, Java, C/C++

Version Control Git/GitHub, Azure Portal (DevOps, Functions, Pipelines, etc), AWS CodeCommit & S3 Storage Service

Frameworks ReactJS, Bootstrap, Tailwind CSS

Tools & Environments Unity Engine, Unity Cloud Services, Visual Studio, Visual Studio Code, Eclipse, Microsoft 365, Google Suite, Inno Setup Compiler, WinShell for LaTeX

Languages Spanish, English