ISSAC ALEXANDER GUERRERO PRADO

Game Developer | Mexico City, Mexico | issacalexanderguerreroprado@gmail.com
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PROFESSIONAL SUMMARY

Game Developer and Computer Engineering graduate with experience independently building games from concept to playable release. Develops gameplay systems in Unity and Unreal Engine, including combat, enemy AI, procedural generation, progression, and VR/AR interactions. Combines programming, systems design, and iterative testing.

TECHNICAL SKILLS

Engines: Unity, Unreal Engine, Godot Engine | Languages: C#, C++, C, Python

Specialties: Gameplay programming, AI behavior, Behavior Trees, procedural generation, combat systems, VR/AR, level design

Tools: Git, Blender, Visual Studio, .NET

EXPERIENCE

Independent Game Developer | 2023–Present

- GildHunt (Unity): Developed and published a runner/boss-rush game, implementing C# gameplay logic, enemy behavior, procedural segments, inventory and upgrades, and JSON-based local saves.
- Endless Tower (Unreal Engine 5): Built soulslike combat systems with parry, dodge, stagger, and executions; created enemy AI and quest encounters.
- VR/AR prototypes: Developed reusable VR interactions and a QR-triggered tabletop AR dungeon crawler with procedural tiles and stamina-based combat.

Game Developer — Rally Project, Faculty of Engineering, UNAM | 2024–2025

- Collaborated with a multidisciplinary university team on an Android rally game; implemented gameplay features, performance optimization, and QA testing.
- Developed game mechanics and augmented-reality interactions using Vuforia.

EDUCATION

Master’s Degree in Video Game Programming — Escuela Europea para la Comunicación y las Artes Visuales | In progress

Master’s Degree in Video Game Design — Escuela Europea para la Comunicación y las Artes Visuales | In progress

Coursework ends January 14, 2027; graduation projects continue during the following semester.

B.Eng. in Computer Engineering — Faculty of Engineering, National Autonomous University of Mexico (UNAM) | 2020–2024

ADDITIONAL TRAINING

Video Game Programming Diploma — Faculty of Engineering, UNAM | Godot courses — Udemy

LANGUAGES

Spanish (Native) | English (Advanced, C1) | Japanese (Basic, N4)