

Lucas Martín Alvarez

Game Developer

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👤 Profile

Gameplay Programmer with 3+ years of experience developing gameplay systems and core mechanics in Unity (C#) with a strong Computer Science foundation. Experienced in prototyping, system architecture, and full-cycle project development, currently expanding into Unreal Engine (C++ & Blueprints).

👜 Professional Experience

Full-Stack Developer, Startup Project 2025 – 2026 | Buenos Aires, CABA

- Architected and implemented a CI/CD pipeline using Docker and GitHub Actions, reducing deployment time and improving build reliability.
- Designed the website's virtual assistant using JavaScript, CSS and React.
- Integrated OpenAI API callbacks into the virtual assistant backend architecture.

Unity Programmer, Personal Project 2025 | Buenos Aires, CABA

Developed a **multiplayer RTS game for up to 4 players using Mirror in Unity.**

- Designed a client-server decoupled architecture following SOLID practices.
- Integrated Steam API services allowing matchmaking through Steam.
- Built the backend system for multi-select, unit spawning, RTS combat, nav mesh movement, mini-map, and more.

Team Lead - Unity Programmer, Racmoon Studios 2020 – 2021 | Buenos Aires, CABA

Lead a team of four developers and artists to develop and publish a **2D educational trivia game in Unity** for the CreAR programme by the Argentinian Government, receiving a six month mentorship.

- Managed the full production cycle from GDD to release.
- Engineered the core gameplay loop system and UI workflow.
- Implemented editor-tools using ScriptableObjects, cutting manual workload and optimizing production times up to 60%.
- Refactored and ported the release version from PC to Android.

🎓 Education

Master of Science in Computer Science, 2017 – Present | Buenos Aires, CABA
University of Buenos Aires

🧠 Skills

- **Engines:** Unity Engine, Unreal Engine, Löve2D
- **Programming Languages:** C#, C++, Lua, JavaScript, Assembly
- **Frontend:** CSS, React, Angular, WebGL, HTML5
- **Backend:** PostgreSQL, Node.js, MongoDB
- **Cloud & DevOps:** Docker, CI/CD (Github Actions)

Languages

- Spanish - Native
- English - Fluent (C1)
- German - Basic (A2)