



ANDRES WALLACE

GAME DEVELOPER / GAMEPLAY PROGRAMMER

CONTACT

+52 844 292 6381

awallace.dev@gmail.com

Coahuila, Mexico

[LinkedIn](#)

[Portfolio](#)

[Itch.io](#)

SKILLS

- **Languages:** C#, Python
- **Engines:** Unity, Unreal
- **Tools:** Git, VS Code, effective use of AI tools to support development workflows and documentation.
- **Other:** Photoshop, Premiere Pro, Substance 3D, Maya, Audacity.

LANGUAGES

- English (C1)
- Spanish (Native)
- Japanese (Basic)



ABOUT ME

Hi! I am a Gameplay Programmer specializing in Unity (C#), with a strong focus on player movement, combat systems, and overall game feel.

I have experience building complete gameplay systems, including UI integration and save systems, with an emphasis on clean, scalable architecture.

Continuously improving both technical and design skills.
Seeking opportunities in gameplay or systems programming.



EXPERIENCE

Neon Breakline | Unity 2D, C# 2026
Gameplay Programmer (Solo Developer)

Developed and **published** a 2D action platformer focused on fast-paced movement and responsive combat.

- Engineered player movement systems, including acceleration, deceleration, and air control.
- Built combat systems with hit detection and player feedback.
- Designed UI systems and menus with focus on usability and clarity.
- Developed save system and core game architecture.
- Tuned game feel through timing, feedback, and responsiveness.

Megalixir Games - Invader Institute 2024 - 2026
Gameplay Programmer Intern | Unity 3D, C#, GC2

- Collaborated within a small development team using Git based version control workflows.
- Extended and customized Game Creator 2 core systems through C# modules to support project-specific gameplay requirements.
- Designed and implemented puzzle systems, including internal logic and asset integration.
- Refactored and optimized core gameplay systems to improve scalability, maintainability, and runtime performance.



EDUCATION

Bachelor's Degree in Video Game Development 2021 - 2025
[Universidad Carolina](#) | [Invader Institute](#)