



Alexis Herrera

GAME DESIGNER | DATA ANALYST

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Spanish, English, French

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SKILLS

PROGAMMING

- C
- C++
- C#
- Phaser 3
- Lua
- HTML
- PHP
- Javascript
- Phyton
- SQL

ENGINES

- Unity
- UE4
- Godot

SOFTWARES

- Audition
- Illustrator
- After Effects
- Premiere Pro
- Photoshop
- Visual Studio
- FL Studio
- Krita
- Figma
- Maya
- Blender
- Office
- GitHub
- Jupyter Notebook
- Tableau

EDUCATION

Codecademy - Online course

- 2024 - 2025
- Data Scientist: Analytics Specialization
 - Progammig courses

UdeMorelia - México

- 2015 - 2019
- Bachelor on Video game enginner

AWARDS

Best Graphic Game

Chanakua Global Game Jam 2024
Godin Slime

Best Mechanics Game

Chanakua Global Game Jam 2023
The evil between roots

EXPERIENCE

Game Designer - Freelance Collaborator

- Apr 2024 - Present, Remote
- Collaborated with indie studios and community-driven game development forums.
 - Designed levels, created assets, and contributed to gameplay mechanics for group projects.

Founder & Game Developer - Crystal Comets Games

- Nov 2023 - Present, Hybrid
- Developed and published games across multiple platforms, managing all aspects of design and programming.
 - Led indie projects from concept to release using Unity and other tools.

Multimedia Specialist - Colegio de Morelia

- Aug 2021 - Present, Presential
- Designed graphics, such as posters, for social media to enhance brand presence.
 - Created video content and managed audio production for events and online platforms.
 - Occasionally hosted live streams, engaging with the community and promoting events.

Level Designer - o-o-8 Studios

- May 2024 - Oct 2024, Remote
- Designed levels for a 2D game inspired by classic Zelda elements.
 - Focused on creating engaging, puzzle-driven environments and balanced gameplay.

PROJECTS

[More info in my portfolio](#)

The Monolith Project | Feb 2023 - Nov 2023

- Role: Game Developer | Tools: Unity, C#
- Developed and published a 2D platformer for Android.
 - Managed the entire development process, including design, programming, and testing.

Joy Truman and The Lost Pages | 2020 - 2022

- Role: Solo Game Developer | Tools: Unity
- Developed a 2D RPG as a solo project during quarantine.
 - Designed the game's mechanics, story, and visual elements.

Dreamscape Collage | 2024 (In development)

- Role: Game Developer | Tools: Unity
- Working on a 2D Metroidvania, focusing on exploration and combat
 - Designing levels and mechanics for a rich player experience.

Club Crawler: Social Butterfly (GGJ 2025) | Jan 2025

- Role: 2D Background Artist, Level Designer & UI Designer | Tools: Unity
- Created 2D backgrounds to enhance the game's visual identity.
 - Designed levels, ensuring engaging and balanced gameplay.
 - Developed the main menu, focusing on intuitive UI/UX design.