

Cynthia Tristán Álvarez

Game Developer

#PROFILE

Passionate and resourceful videogame development student looking for a place to help create unique experiences.

Adaptable profile with experience from game jams and college projects, covering gameplay, sound, UI and game flow, with a strong focus on UX, hardware acceleration, polish and team coordination and collaboration.

"My passion for my craft, commitment to the team and eagerness to experiment drive me to fulfill the dream of inspiring others just as others once inspired me."

#LANGUAGES

English **Cambridge C1**
Spanish **Native**
Spanish Sign Language **A1**

#LINKS

cyntrist.github.io 
github.com/cyntrist 
cyntrist.itch.io 
[cynthia-tristan](https://cynthia-tristan.in) 

#CONTACT

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#EDUCATION

- Complutense University of Madrid (**6 Honors**) **2027**
Bachelor's Degree in Videogame Development $\bar{x} = 8'059$
- Planeta FP **2022**
Higher Technician in
Cross-Platform Application Development $\bar{x} = 9'345$

#EXPERIENCE

- Guerrilla Game Festival **sep. → nov. 2024**
Organization, management and planning + Graphic design
- VALORTIC in-company training **jan. → may. 2021**
Automated customer business processes
with Microsoft Power Automate

#SKILLS

DEVELOPMENT

Languages:

> C++14/17
> C > GDScript
> C# > CUDA

Engines:

> Godot
> Unity

Environments:

> Git/GitHub
> Containers
> Windows/Linux

Libraries:

> SDL > PhysX
> OpenGL > sol2

DESIGN

Graphic design:

> Figma
> Aseprite
> Photoshop

Sound design:

> FMOD
> Audacity

Driver's license: **B**

#PROJECTS

Hoy tocan Las Magnolias **ComJamOn 2026**
Rhythm videogame in Godot compatible with guitar controller and data-driven levels by a team of 4 people.
Roles: Main programmer, Game designer, Audio & UX engineer

CHAVALES Engine **jan. → may 2026 @ UCM**
Data-driven Entity-Component game engine written in C++ for Windows by a team of 10 people.
Roles: EC Architecture & Serialization programmer

MÓDULO ESPACIAL CHLADNI **dec. 2025 @ UCM**
Unity videogame and simulator of the physical model of the Chladni plates in 2D with FMOD by a team of 2 people.
Roles: Main programmer, Game designer, Audio & UX engineer

Hello, connect me with... **SCREAM JAM 2024**
Horror videogame in Godot, #5 in narrative category.
Roles: Main programmer, Game designer, Audio & UX engineer

More projects @ cyntrist.itch.io

#NOW

Haptic Interaction and Dynamic Geometric Destruction
Designing and prototyping a controller peripheral for the development of a 3D mesh dissection library with demonstration in Unreal Engine as a final-year project.