

Christian Alonso Ruiz Martinez

VideoGame Engineer

Dynamic and versatile programmer with a strong track record of tackling both solo and team projects in high-energy, fast-moving settings. Skilled in Unity, Blender, Python, and C#, I bring hands-on expertise in 3D modeling, and game development. I thrive on adapting quickly to new tools, shifting priorities, and unexpected challenges, delivering results with creativity and precision. A natural team player and confident leader, I excel at fostering collaboration and driving projects forward. Fluent in Spanish and English.

Experience

**2026-02 -
Current**

Bilingual Interpreter

Teleperformance, Remote

- Enhanced workplace safety by translating essential safety regulations into other languages for non-English speaking employees.
- Enhanced communication by providing accurate and timely interpretations for clients in various industries.
- Collaborated with legal teams to deliver clear court interpretations, ensuring proper representation for non-English speaking clients.
- Reduced potential misunderstandings between parties in legal proceedings through meticulous attention to detail in document translation work.
- Maintained message content, tone, and emotion as closely as possible.

**2025-11 -
Current**

Video Game Creation

Self-employed, Remote

- Self-motivated, with a strong sense of personal responsibility.
- Passionate about learning and committed to continual improvement.



Contact

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.com

WWW [Bold Profile](#)

WWW

<https://github.com/TRoyalChris>

WWW

<https://troyalchris.github.io/portfolio/>

WWW

[linkedin.com/in/christian-alonso-ruiz-martinez-b48153263](https://www.linkedin.com/in/christian-alonso-ruiz-martinez-b48153263)

Skills

- Proven ability to learn quickly and adapt to new situations.
- Skilled at working independently and collaboratively in a team environment.
- Stayed up-to-date with industry trends and advancements in technology, incorporating cutting-edge techniques into personal work processes for continuous improvement.
- Optimized game performance with efficient use of resources, balancing between aesthetics and technical limitations.
- Evaluated game design pitches and provided constructive feedback to help refine ideas into actionable concepts.

Education

2026-08	University: Computer Programming <i>Universidad De Guadalajara - San Juan De Los Lagos</i> • Professional Development Studies: Udemey Python Course, 2023 • Professional Development Studies: Udemey Blender Course, 2023 • Professional Development Studies: Udemey Character Creation, 2024 • Professional Development Studies: Udemey Unity Game Developer, 2024 • Finished University • Professional Development Studies: Creating Simulations, 2026
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Certifications

2024-08	Udemey Python Certificate
2023-05	Udemey 3D Character Cereation Certificate
2022-01	Udemey Blender Certificate
2026-08	VideoGame Engineer Academic Credential

Interests

Python Programmer

- Python development
- C++ software developer
- Game development with Unity
- 3D character development
- 3D environment design
- Version control management
- Teamwork and collaboration
- Time management

Languages

English	
Bilingual or Proficient (C2)	
Spanish	
Bilingual or Proficient (C2)	

3D Artist

Unity Game Development

C++ Programmer

C# Programmer