

Alejandro Gonzalez-Anleo Alonso

Miami, FL | alejandrogonzalezanleo@gmail.com | 305-824-7207 | Portfolio | GitHub | LinkedIn

EXPERIENCE

Software Engineer

November 2025 – Present

Sorbet Soft

- Built and extended core gameplay systems in-engine for an unannounced game title using GameMaker.
- Architected scalable modular backend systems for entity movement, item logic, map interactions, and combat lifecycle hooks, enabling per-entity overridable behavior at defined points in the combat pipeline.
- Implemented 200+ items, game interactables, enemies, and playable heroes, converting design specifications into structured, reusable components.
- Integrated a component-based UI system covering start screen, character select, map navigator, and item management menus, with dynamic layout construction and game-state-aware rendering.
- Execute structured playtest passes across main studio titles Astra Graile and Side Quest Chronicles, validating gameplay systems, combat balance, and user-facing flows against design specifications.
- Author defect reports documenting reproduction steps, expected versus actual behavior, reference recordings, and present findings to design and engineering in review sessions.

PROJECTS

Slay the Spire 2 Multiplayer Seed Finder

github.com/AlejandroGA-GHUB/StS2-Multiplayer-Seed-Finder

Desktop & Web Application with GPU-Accelerated Search

- Shipped the first and only multiplayer seed finder for a player base in the millions, built on a deterministic C# (.NET 10) engine that reimplements a commercial game's procedural run generation.
- Enumerated a 2.4 quintillion seed-string space by index, making searches partitionable and resumable, served through a local ASP.NET Core minimal API behind a native WebView2 desktop client.
- Built a GPU acceleration layer with ILGPU supporting CUDA, OpenCL, and CPU fallback backends, fusing the full generation chain into a single cheapest-first kernel pass for a ~200x throughput increase over the multithreaded CPU search.
- Implemented a four-layer verification suite including a differential harness that loads the shipped game assembly to prove the port stays bit-identical across patches, GPU-versus-CPU set equality checks, and regression diffs against real save files.
- Technologies: C#, .NET 10, JavaScript, ASP.NET Core, ILGPU, CUDA, OpenCL, WebView2, Claude Code, Git

Personal Expense Tracker

github.com/AlejandroGA-GHUB/Personal-Expense-Tracker

Full-Stack Web Application

- Designed a privacy-first finance application with a FastAPI (Python) backend and React frontend, keeping every transaction in a local SQLite database that never leaves the machine, exposed via RESTful APIs with automatic OpenAPI documentation.
- Developed a transaction pipeline that imports bank and credit card CSVs with automatic format detection, validation, and batch processing, then categorizes each entry through a staged cascade of learned keyword mappings, the bank's own CSV category labels, and local LLM integration support for smart fallback answers, with manual entry and custom category creation on top.
- Built a responsive React dashboard featuring real-time filtering, pagination, drag-and-drop uploads, spending analytics, budget tracking, and monthly/yearly financial summaries.
- Technologies: Python, FastAPI, React, SQLAlchemy, SQLite, Pydantic, Chart.js, Claude Code, Ollama, Git

SKILLS

AI/ML: Claude Code, Codex, Ollama, Agentic AI, RAG, MCP

Programming Languages: Python, C#, Java, GML, SQL, JavaScript

Frameworks & Tools: FastAPI, ASP.NET Core, Spring Boot, Docker, AWS, SQLAlchemy, Hibernate, Pydantic, Git, JUnit, Pytest

Databases: SQLite, PostgreSQL, MySQL, Redis

General: API Development, Microservices Architecture, Agile Methodologies, Linux

Spoken Languages: English, Spanish

EDUCATION

Florida International University

Miami, FL

Bachelor of Arts (B.A.) in Computer Science

December 2024

- Dean's List: Summer 2024, Fall 2024