

Alejandro Arias

ENTRY-LEVEL ENVIRONMENTAL DESIGNER | TECHNICAL SUPPORT

Orlando, Florida 787.633.0708

Objective

Motivated and detail-oriented entry-level professional with hands-on experience in Unreal Engine environmental and level design through collaborative team projects and technical lab support. Demonstrates problem-solving skills, the ability to follow structured workflows, and experience assisting others with technical troubleshooting. Recognized for teamwork, leadership development, communication, and independent task completion in creative and technical environments. Seeking part-time employment opportunities where strong organization, reliability, and technology skills can contribute to team success.

Project experience and Internships

Environmental Designer & Level Designer | nonPareil Institute **July 2024 – December 2024**

- Collaborated to design and develop digital environments using Unreal Engine
- Assisted with level layout, environmental design, and project organization
- Followed structured project goals and completed assigned deliverables within deadlines
- Participated in team discussions and incorporated feedback into design revisions
- Maintained attention to detail while contributing to overall project quality

Intern Lab Assistant | nonPareil Institute **2025**

- Assisted students with troubleshooting Unreal Engine projects and technical issues
- Provided support and guidance while maintaining a positive and professional attitude
- Practiced leadership and independent work production in a structured lab environment
- Helped maintain organization and workflow during collaborative project work
- Communicated clearly when assisting students with step-by-step problem solving

Education

nonPareil Institute **2026**

High School Diploma **2020**

Skills & abilities

- Customer Support
- Technical Troubleshooting
- Team Collaboration
- Unreal Engine 5 (Level 2)
- Computer Literacy (Microsoft word, office, and PowerPoint)
- Data management