

Jeffrey Alexander De León Estrada

Experience



Independent Game Developer

Freelancer Developer

Hinuraion Studios – Personal Label

2022 – Present

Remote / Freelance / Solo Projects

- Designed, developed, and published multiple original indie games including:
 - Hate-Gem: Rise of Demon – a story-driven action game created in GameMaker Studio, featuring custom combat systems, enemy AI, and level design.
 - Jessica's Inferno – a roguelike FPS built in Unity for a Game Jam, featuring procedural generation, shooting mechanics, and fast-paced gameplay.
 - Code Gambit – a strategic turn-based card game made in GameMaker, including custom UI, rule systems, and a polished visual interface.



Education

Centro educativo miel

- High School Diploma in Science and Letters with a Focus on Computing Specialized in computing, logic, and basic programming.
- Completed coursework on Scrum methodology and software development fundamentals.
- Developed early technical projects and gained teamwork experience.

Universidad Mariano Galvez

Bachelor's in Systems Engineering – 1 Semester

Universidad Mariano Gálvez de Guatemala

- Studied core topics like programming, algorithms, and systems architecture.
- Gained theoretical knowledge in computing before pursuing independent game and software development full-time.

Skills

- Game Development
- Unity (C#)
- GameMaker Studio 2 (GML)
- 2D Game Design & Prototyping
- UI/UX for games
- Level Design & Enemy Behavior Systems
- Programming Languages
- Python
- Java
- C#
- GML (GameMaker Language)
- HTML/CSS (basic web structure)
- Software & Tools
- Git & GitHub
- Visual Studio Code

Languages

Español:

Native.

Inglés:

Advanced (C1 – Professional Proficiency)
Fluent in spoken and written communication.
Experienced as an interpreter and capable of working in fully English-speaking environments.



About me

I'm a passionate and self-driven software and game developer with hands-on experience in Unity, GameMaker, and programming languages such as Python, Java, and C#. I've built and published several personal and indie projects including Hate-Gem: Rise of Demon, Code Gambit, and Jessica's Inferno, showcasing my skills in gameplay systems, backend logic, and user experience.

Contact



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Guatemala Planes de Bárceñas

More information

- Hi! I'm Jeffrey De León, known online as Leon Gamer. I'm a creative developer with a focus on indie games, interactive projects, and problem-solving through code. I've been passionate about game development since my early teens, working on projects independently and constantly pushing my skills forward.