

# AITOR VENTURA

## SENIOR VIDEO GAME DEVELOPER

### Address

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### Email

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### Portfolio

www.aitorventura.com

### LinkedIn

linkedin.com/in/aitor-ventura

### GitHub

github.com/Aitor-Ventura

## EXPERIENCE

### SENIOR UNITY GAME DEVELOPER – REMOTE

Karta | JAN 2024 – PRESENT

- Design and implementation of scalable, modular, and maintainable technical architecture for Unity projects.
- Develop robust asset pipelines and workflows for seamless integration with non-technical colleagues.
- Create and maintain high-quality code.

### UNITY GAME DEVELOPER – REMOTE

Self-Employed | SEP 2020 – PRESENT

- Developing several games using Unity.

### UNITY GAME DEVELOPER – REMOTE

ProjectSEED | SEP 2020 – NOV 2023 (3 years & 3 months)

- Developed gameplay and UI features for **Speed Racer**, a mobile-first racing Play-to-Earn game using **ECS programming**, multiplayer netcode with **Photon Quantum** and **Unity**.
- Developed gameplay and UI features for **Outland Odyssey**, an ARPG Play-To-Earn game with over **10k+ downloads** on the Play Store using **Unity**.
- **Leadership role** by supervising, mentoring, and supporting my coworkers, while organizing, tracking, and managing tasks related to different aspects of the project using **Asana** and **Microsoft Teams** to ensure efficiency and productivity.
- Created **detailed documentation** to collaborate and share knowledge using **Confluence** and **presentations** with **Miro**, improving our project management processes.
- Collaborated in a **cross-disciplinary environment**, working with several creative and technical roles to achieve objectives, fostering a cooperative and innovative workplace culture.
- Worked directly under Vasily Rolin, the Studio Creative Director at Gameloft for **Asphalt 8**, a game with over **100M+ downloads**.
- Worked directly under Coré Ventura, the founder and creator of **Flappy Dragon**, a game with over **3M+ downloads**.

### UNREAL GAME DEVELOPER INTERNSHIP – REMOTE

TenerifeJuega | SEP 2021 – JAN 2022 (4 months)

- Developed gameplay features for **UE4Kids**, a video game focused on introducing people to **Unreal Engine**.
- Managed Level Design and collaborated across departments for a **unified game environment**.
- Utilized **Git** for **source control**, alongside **Microsoft Teams** and **Jira** for streamlined **project management** and **communication**.

## EDUCATION

### MASTER'S DEGREE IN VIDEO GAME DEVELOPMENT

Universidad de La Laguna | SEP 2022 – JUN 2023

- Graduated with a grade of **9,46** out of 10.
- **Master's Thesis – Guayota's Land [HONOURS]**: Design, planning, and development of a 2D farming video game prototype showcasing Canary Islands culture and mythology using Unity. Check it [here](#). Play it [here](#).

### BACHELOR'S DEGREE IN COMPUTER SCIENCE

Universidad de Las Palmas de Gran Canaria | SEP 2018 – JUN 22

- Graduated with a grade of **7,49** out of 10.
- **Bachelor's Thesis – Design & Implementation of a tweens plugin in UE4 [HONOURS]**: The plugin allows for smooth animation transitions between keyframes in C++, while enhancing UE4 Blueprint capabilities for animation control and property interpolation. Watch the video [here](#).

### PERSONAL PROJECTS

AUTONOMOUS LEARNING | OCT 2018 – PRESENT

- VR & AR Studies using Unity's XR Interaction Toolkit, focusing on interactions like object grabbing, teleportation, and gesture recognition.
- AI Studies by developing behavior trees and finite state machines in Unity for autonomous systems capable of perceiving, reasoning, and acting.
- **"Delivery!"** in Unity. Deliver the souls to their destiny carrying them in the heavenly cloud! Watch it [here](#).
- **"Pewpew!"** in Unity. A classical arcade game where you destroy asteroids, inspired by Asteroids! Watch it [here](#).
- Development of a web idle clicker game. Play it [here](#).
- Minor projects and repositories. Check [GitHub](#).

## LANGUAGES



### Spanish

Native or bilingual proficiency



### English [C2]

Native or bilingual proficiency

- EF Standard Test [C2] (2022)
- UIMP Language Immersion in Oral Agility Certificate [C1] (2019)

## OTHER TITLES AND COURSES

### 5<sup>TH</sup> ORIENTATION DAY FOR HIGHER STUDIES ORATOR

IES La Guancha | APR 2023

### UNITY FOR SOFTWARE DEVELOPERS

Udemy by Charles Amat, Matt Schell | AUG 2022

### INTRODUCTION TO C#PROGRAMMING AND UNITY

(University of Colorado System | SEP 2020)

### PROGRAMMING FOR EVERYBODY

University of Michigan | AUG 2020

### PYTHON DATA STRUCTURES

University of Michigan | AUG 2020

### RETRIEVING, PROCESSING, AND VISUALIZING DATA WITH PYTHON

University of Michigan | AUG 2020

### TECHNICAL SUPPORT FUNDAMENTALS

Google | AUG 2020

### USING DATABASES WITH PYTHON

University of Michigan | AUG 2020

### USING PYTHON TO ACCESS WEB DATA

University of Michigan | AUG 2020

## TECHNICAL SKILLS

### 1. GAME PROGRAMMING

C#, C++, UE Blueprints

### 2. GAME ENGINES

Unity, Unreal Engine, Godot

### 3. GAME ENGINE TOOLS PROGRAMMING

Unity, Unreal Engine

### 4. GAME DESIGN

Analogic and Digital games, Game Document Design

### 5. GAME PRODUCTION

Planning, roadmap, task management, decision making

### 6. GAME MULTIPLAYER PROGRAMMING

Photon PUN, Photon Quantum, ECS, Unreal Engine Networking

### 7. GAME UI AND UX

Unity, Unreal Engine, Adobe XD, Adobe Photoshop, Figma, Miro

### 8. GAME SHADERS

Unity Shader Graph, Unreal Engine

### 9. ORGANIZATIONAL TOOLS

Git, Perforce, Trello, Jira, Microsoft Teams, Notion, Asana

### 10. PROMPT GENERATION

ChatGPT, DALL-E, Stable Diffusion, MidJourney

## DISTINCTIONS AND AWARDS

### HONOURS IN MASTER'S THESIS

Universidad de La Laguna | JUN 2023

### HONOURS IN ADVANCED TOPICS IN VIDEO GAME TECHNOLOGIES

Universidad de La Laguna | JUN 2023

### HONOURS IN VIDEO GAMES FOR PLATFORMS AND SPECIFIC DEVICES

Universidad de La Laguna | JUN 2023

### HONOURS IN VIDEO GAME DESIGN

Universidad de La Laguna | JAN 2023

### HONOURS IN VIDEO GAME DEVELOPMENT

Universidad de La Laguna | JAN 2023

### HONOURS IN VIDEO GAME PRODUCTION

Universidad de La Laguna | JAN 2023

### HONOURS IN OPTIMIZED PROGRAMMING FOR VIDEO GAMES

Universidad de La Laguna | JAN 2023

### HONOURS IN BACHELOR'S THESIS

Universidad de Las Palmas de Gran Canaria | JUN 2022

### HONOURS IN SOFTWARE DEVELOPMENT

Universidad de Las Palmas de Gran Canaria | JAN 2022

### HONOURS IN PROGRAMMING IV

Universidad de Las Palmas de Gran Canaria | JUN 2020

### HONOURS IN PROGRAMMING III

Universidad de Las Palmas de Gran Canaria | JAN 2020

### HONOURS IN PROGRAMMING II

Universidad de Las Palmas de Gran Canaria | JUN 2019

### HONOURS IN PROGRAMMING I

Universidad de Las Palmas de Gran Canaria | JAN 2019

## PROFESSIONAL SKILLS

### 1. ACTIVE LISTENING

### 2. COMMUNICATION SKILLS

### 3. INTERPERSONAL SKILLS

### 4. TEAM MOTIVATION

### 5. TIME MANAGEMENT

### 6. CREATIVITY

### 7. RESOURCEFUL

### 8. PASSION

### 9. ADAPTABILITY

### 10. LEADERSHIP