Alberto Alan Sánchez Andreu

Home : Castelló de la Plana, Spain

Email: albertoalansa@gmail.com   **Phone:** (+34) 601265156   **Website:** albertoalansa.github.io

Date of birth: 10/07/2002   **Nationality:** Spanish

ABOUT ME

College student. Versatile and with interest in various fields of video game development (mainly programming
and narrative). Willing to work hard as a team to achieve team goals.

WORK EXPERIENCE

[07/2023 – Current]

Digital game developer

Doctors Without Borders

Country: Spain

- Optimization of performance and resolution of technical problems.
- Creation and maintenance of project technical documentation.
- Design and programming of game mechanics, levels and characters.
- Correction of bugs and project issues.
- Performing QA tester functions.

EDUCATION AND TRAINING

[09/2018 – 06/2020]

High School

IES Jiménez de la Espada

City: Cartagena, Región de Murcia
Country: Spain

[09/2020 – Current]

Degree in Video game Desing and Development

Universitat Jaume I

City: Castelló de la Plana, Castelló

Country: Spain
First-class honors in the subjects:
- Artistic Expression
- 2D Desing
- Graphics Communication
- Video Game Consoles and Devices
- Hyper Media Narrative and Video Game Analysis
- Video Game Conceptual Desing
- Software Engineering
- Theory and Practice of Audiovisual Production

LANGUAGE SKILLS

Mother tongue(s): Spanish

Other language(s):

English

LISTENING B2 **READING** B2 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Capable of making technical and literary scripts

Programming

C | C++ | C# | Python | Kotlin

Capacidades personales

Teamwork | Logical and methodical approach | Great creative capacity | Attention to detail and meticulous work

Software

Unity | Github | Mudbox | Audition | Krita | 3DS Max | Logic | Premiere | Blender

CONFERENCES AND SEMINARS

[05/2021] **What have Game Studies done for us?**

Víctor Navarro-Remensal

[05/2022] **Zen Modes and Slow Gaming**

Víctor Navarro-Remensal

[09/2023]

Game Changer: Exploring Feminist Translation and Cultural Identity in Indie Videogames

Misha C. Gramelius

[09/2023]

Immersion as a conversation: What makes games like Don't Feed the Monkeys so engaging?

Amber Pasternack

[09/2023] **Story & Gameplay: Reflections on Narrative Design**

Kelsey Beachum