

# ÁLVARO AJENJO JURADO

Programmer, Designer and VFX Artist

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## STRENGTHS

Proactivity Fast learner  
Seriousness Creativity  
Problem solving  
Teamwork

## SKILLS

C++ HLSL C# C  
Java Python ASM  
SQL HTML  
Unreal Engine Unity  
Perforce Git Jira  
Jenkins Agile  
Adobe Premiere  
After Effects  
Adobe Photoshop  
WS Office Linux

## LANGUAGES

Spanish: **Native**

English: **Professional working proficiency**

## COURSES

- **Unreal Engine 5 C++ Developer Course**  
Udemy
- **Mobile App Development Course**  
University Complutense
- **Marketing Fundamentals Course**  
Google

## ABOUT

*Video games have always been a passion for me. This led me to initially study Computer Science, and later specialize in Video games Development, where I found a new passion. All this has allowed me to experience this world from an analytical but artistic and creative perspective.*

## EXPERIENCE

### Junior Programmer | Artax Games

📅 Apr 2024 – Jan 2025

📍 Madrid, Spain

- Worked on an **Bluey: The Videogame**, a sandbox videogame of the well-known children's series released for PC and consoles. Made with Unity.
- Developed by a small team where I had to work both under lead directions and on my own.
- **Contributions in:** Gameplay systems, user interface, VFX implementations, multiplayer system, artificial intelligence, bug fixes and other topics.

### Technology Analyst | Accenture

📅 Sep 2021 – Oct 2023

📍 Madrid, Spain

- Capital markets analyst specializing in programming of leading edge tools and banking regulations.

## EDUCATION

### Master's Degree in Video Game Development | University Complutense

📅 Oct 2023 – Sep 2024

📍 Madrid, Spain

- Course focused on object-oriented programming in C++, software engineering, networking, artificial intelligence and computer graphics.
- Specialization in shaders, VFX and UI programming.
- **Master's Thesis:** Development of the video game **Nipa** 🌐
- **Final Grade:** Awarded a grade of **10/10**.

### Degree in Computer Engineering | University Politecnica

📅 Sep 2015 – Jan 2022

📍 Madrid, Spain

- Solid foundation in the basic principles of computer architecture, AI, programming in different languages, compilers and design patterns.
- **Final Degree Project:** Based on the development of an Augmented Reality mobile app with Unity 3D.

### Additional Knowledge

- Self-taught knowledge of **video and image editing** perfected over more than **ten years**.
- Baccalaureate in Science and Technology.

## LICENSES

### English Level Certification

- 🏆 Aptis C Level
- 🏆 Cambridge B2 Level

## AWARDS

### 🏆 Contest 'CRE@ Joven'

3rd position

Poster design category,  
Dec 2013

### 🏆 Contest 'CRE@ Joven'

1st position

Audiovisual art category,  
Dec 2014

## VOLUNTEERING

### ● Congress 'Try It!'

University Politecnica,  
Mar 2019

### ● Congress 'Try It!'

University Politecnica,  
Mar 2020

### ● Congress 'Try It!'

University Politecnica,  
Mar 2021

## PROJECTS

Check my full portfolio [here](#) 

### Bluey: The Videogame with Artax Games | [Steam](#) | [Trailer](#)

📅 Apr 2024 – Jan 2025

- **Gameplay systems:** Player interaction with the environment, state machines, character cosmetics system, implementation of SFX with FMOD, etc.
- **Local multiplayer mode:** Menu, systems, reconnections, character interactions, etc.
- **UI and menus:** Menu for character selection, activities, collectibles, cosmetics, etc.
- **AI Players:** Movement, character actions, gameplay system, AI skill, etc.
- **Bug fixing:** Refactoring of all the systems used in the original game.
- **VFX:** Some shaders and particle systems.

### Nipa | [Steam](#) | [Trailer](#)

📅 Oct 2023 – Sep 2024

- Dungeon Crawler with puzzles in which you cannot shoot. **Programmed using C++ and Unreal Engine 5** with other team members for our own Master's Thesis. Game released on Steam for PC and Steam Deck.
- **User Interface:** Development of all interfaces, screens and menus of the game, focusing mainly on the game feel.
- **VFX:** Several shaders, dynamic materials and particle systems.
- **Technical art:** Link with the artistic team, helping in the implementation of the assets.
- **Gameplay Systems:** Camera that follows the player while maintaining the feel, respawn system that resets the level and enemies...
- **Debug Systems:** Implementation of systems for the convenience of game testing.

### Matryoshka! | [Itch.io](#) | [Repository](#)

📅 Ago 2024

- Developed in four days for GMTK Game Jam 2024.
- 3D platform and puzzle game. In charge of **VFX and technical art**.

### Vertical Slide | [Itch.io](#) | [Trailer](#)

📅 Jan 2024 – Jul 2024

- Role-playing game in which your adventure develops according to the decisions you make by sliding the cards to the left or to the right. Game released for Android and web.
- In charge of the **game's interface design**, as well as its **combat system**.
- As an additional job, I was responsible for the design and editing of the trailer, as well as the creation of part of the art assets.

### Flash your fears | [Itch.io](#) | [Repository](#)

📅 Feb 2022

- Developed in one week for Brackeys' Game Jam 2022.1.
- Survival 2D game. In charge of part of the game programming.

### Degree Thesis: RAlity Sep 2021 – Jan 2022

- Mobile augmented reality application that integrates Google's ARCore API.
- Programmed and designed on my own as Degree Thesis. Developed with C# in Unity.
- **Final Degree Project:** Awarded a grade of **10/10**.