



ABOUT ME!

I'm a programmer with experience in game development both in personal and professional projects.

I usually get involved in game jams, focusing mainly on gameplay mechanics and UI elements. This projects helped to learn how to document my work and program in a way others can understand, modify and extend the functionality.

I am interested in many of the gamedev areas and eager to learn from all the people I work with.

LANGUAGES

- Native Spanish
- High English

CONTACT



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ÁLVARO ROGER ZAPATA

GAMEPLAY PROGRAMMER

PORTFOLIO



<https://alvaroroger.github.io/PortfolioPage/>

EXPERIENCE

Gameplay Programmer at Saona Studios

September 2021 - Present

I started as an intern, but currently I am in charge of the programming team. Some of my responsibilities include implementing new features, being responsible for the repository setup and conflicts, and integrating the work from different departments.

STUDIES

Double Degree of Computer Engineering + Design and Development of Videogames

King Juan Carlos University. Madrid. Spain. 2017 - 2023

SKILLS



UNITY



UNREAL



ANDROID
STUDIO



GAMEMAKER

MOST USED LANGUAGES

C C++ C# JAVA JAVASCRIPT PYTHON

OTHER SKILLS

PROJECT MANAGEMENT SOFTWARE (JIRA)
AGILE METHODOLOGIES
VERSION CONTROL SOFTWARE
TEAM PLAYER