



ABOUT ME

I'm a Spanish developer who started making his first games in 2015, at the age of 11, to later start learning web and app development in 2019.

EDUCATION

Videogame Development Degree

◆ Awarded Distinction in 4 Courses
Rey Juan Carlos University
2022/2023 - 2025/2026

Science Baccalaureate

IES Carlos Bousoño
2020/2021 - 2021/2022

SKILLS

Programming Languages

C#, Java, JS/HTML/CSS, Python, C++, JSON, SQLite, XML

Tools

Unity, GitHub, VS Code, Figma, Photoshop

Languages

English (high level), Spanish (native)

Soft Skills

Good problem solving, communication and team work thanks to making personal projects and participating in GameJams as the captain.

FEATURED PROJECTS

Hardcore Kitty

GameJam - 2025

C#, Unity, VSCode, Blender, Photoshop
Lead developer - Level Design - Art Team Support
A mix of Tony Hawk and Crazy Taxi in a retro PSX style. You will take the role of a cat that works for a delivery company who has to find pickup points, grab the food and bring it to delivery points while doing tricks with his skateboard along the way.

Spyw4re

GameJam - 2024

C#, NodeJS, Unity, VSCode, Blender, Photoshop
Lead Developer - Level Design
A scary retro PSX style game where you work as a CCTV operator in an asylum and help a patient escape from the building while it is falling apart, solving puzzles and defeating enemies in the way.

High on Time

GameJam - 2024

C#, Unity, VSCode, Photoshop
Lead Developer
Frenetic shooter with a Super Hot like style where you are capable of controlling time at the cost of your life. A wave-based game where you can slide and slow time at your will in a building in construction.

Esto AÚN no es un Juego

GameJam - 2023

C#, Unity, VSCode, Blender, Photoshop
Lead developer - Art Team Support
A game where you'll help a developer raccoon finish his game before his GameJam ends. To achieve it, you'll have to go dive into the game to fix bugs from the inside, solving puzzles in levels with innovative mechanics.