



# Alejandro Paniagua

Indie games developer  
Making apps & web too

## 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 Subjects

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, Android Studio

### Languages

English (fluent), 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

Programmer (Lead) - Level Design (Solo) - 3D Artist (Support)

Mix of Tony Hawk and Crazy Taxi with a PSX style. Play as a delivery cat while doing tricks and flips with your skate along the way.

### Spyw4re [🔗](#)

GameJam - 2024

C#, NodeJS, Unity, VSCode, Blender, Photoshop

Programmer (Solo) - Level Design (Support)

A horror game with a PSX style. Break the 4º wall and control security cameras to help an asylum patient escape while the building collapses.

### High on Time [🔗](#)

GameJam - 2024

C#, Unity, VSCode, Photoshop

Programmer (Solo)

Frenetic shooter with a Super Hot like style. Slow down time at the cost of your life while sliding and completing waves of enemies.

### Esto AÚN no es un Juego [🔗](#)

GameJam - 2023

C#, Unity, VSCode, Blender, Photoshop

Programmer (Solo) - 3d Artist (Support)

Help a developer raccoon finish his game before its release date. Dive into the game to fix bugs from the inside, solving puzzles in levels with innovative mechanics.

Personal Portfolio

LinkedIn

Itch.io

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