



# Alejandro Paniagua

Indie game, app & web developer

## ABOUT ME

I'm a Spanish developer who loves creating games, apps, and websites. I made my first games in 2015, when I was 11. In 2019, I started learning web and app development and, though video games are what I enjoy most, I've been doing them all since 2022.

## 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.

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