



DANY FAOUAZ SANTILLANA


JUNIOR GAME DEVELOPER


ABOUT ME

Passionate about video game development. With great leadership and teamwork skills. More than 4 years developing videogames and eager to continue developing and learning along the way. Familiar with game engines like Unity3D and programming languages like C++ and C#.

LANGUAGES

Spanish (Native)
English (B2)
French (low level)

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+34 630163036

 **WEB:**
<https://github.com/DFaouaz>

PROJECTS

Articoding

Sep 2020 - May 2021

Serious game for teaching programming and developing computational thinking skills.

Repository:

<https://github.com/WeArePawns/Articoding>

Wishborn

April 2021 - April 2021

Platform game developed with Unity3D in one week during JamON2021.

Página web:

<https://xryusey.itch.io/wishborn>

GAIA

Jan 2020 - June 2020

Data-driven component game engine using SDL, BulletPhysics, FMOD and Ogre3D.

Website: <https://spicy-noodles-studio.github.io/Gaia/>

Repository: <https://github.com/Spicy-Noodles-Studio/Gaia>

Ultimate Ghost Punch

Jan 2020 - June 2020

Juego de lucha en arena desarrollado con GAIA.

Website: <https://spicy-noodles-studio.github.io/Ultimate-Ghost-Punch/>

Repository: <https://github.com/Spicy-Noodles-Studio/Ultimate-Ghost-Punch>

4 Pong Arena

Jan 2020 - June 2020

4-player Pong remake.

Website: <https://spicy-noodles-studio.github.io/4-Pong-Arena/>

Repository: <https://github.com/Spicy-Noodles-Studio/4-Pong-Arena>

Anyaroth

Jan 2019 - June 2019

Bullet-hell game with platforms developed with SDL.

Website: <https://pablojor.github.io/Anyaroth/>

Repository: <https://github.com/pablojor/Anyaroth>

EDUCATION

DEGREE IN VIDEO GAME DEVELOPMENT

Complutense University of Madrid
Madrid, Spain (2017 to 2021)

SECONDARY EDUCATION AND HIGH SCHOOL (TECHNOLOGICAL)

Colegio Santa Ana y San Rafael
Madrid, Spain (2011 to 2017)

SKILLS

Unity3D



C++



C#



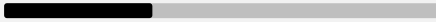
Java



Javascript



Python



Android Studio

