



DANY FAOUAZ SANTILLANA

JUNIOR GAME DEVELOPER


ABOUT ME

Passionate about video game development.
More than 5 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 certification)
French (low level)

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<https://dfaouaz.github.io/>

PROJECTS

Articoding

Sep 2020 - May 2021

Serious game for teaching programming and developing computational thinking skills
Repository: [link](#)

Wishborn

April 2021 - April 2021

Platform game developed with Unity3D in one week during JamON2021.
Website: [link](#)

GAIA

Jan 2020 - June 2020

Data-driven component game engine using SDL, BulletPhysics, FMOD and Ogre3D.
Website: [link](#)
Repository: [link](#)

Ultimate Ghost Punch

Jan 2020 - June 2020

Game arena fighting game developed with GAIA.
Website: [link](#)
Repository: [link](#)

4 Pong Arena

Jan 2020 - June 2020

Remake of Pong for 4 players in local mode.
Website: [link](#)
Repository: [link](#)

Anyaroth: The Queen's Tyranny

July 2021 - Present

Indie game for PC and console/s in development and publication process.
Steam Page: [link](#)

WORK EXPERIENCE

Unity Developer, PSIOUS (Amelia Virtual Care)

Oct 2021 - April 2022

EDUCATION

Degree in Videogame Development

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

Secondary Education and High School

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

COMPLEMENTARY TRAINING

Shader Development from Scratch for Unity with CG

Udemy Online Course (2022 - 2022)

Certificate url: <http://ude.my/UC-0412ea19-cd7e-4900-b8b8-02a130e2fb55>

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games

Udemy Online Course (2022 - Present)

Certificate url: -

SKILLS

Unity3D



C++



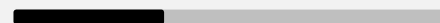
C#



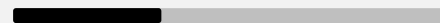
Java



Javascript



Python



Android Studio

