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OBJECTIVE

Last year game developer student applying to the Ubisoft Graduate Program 2021 for a gameplay programming role in Barcelona.



EDUCATION

Degree in Game Design and Development | Universidad Rey Juan Carlos, Móstoles (Madrid)

SEP 2016 – JUN 2021

The degree mostly focuses on programming but also covers the basics of every aspect in game development (design, art, narrative, marketing...)



EXPERIENCE

Android Developer Intern | Eurob Creative

JUL 2020 – JUN 2021

I started this internship as part of my degree program and continued through the rest of the degree. During the internship I have been working in a native android application, in Java, mainly in user experience.



SKILLS

Hard skills

- Experience with C#, C++, OpenGL, Java and JavaScript.
- Great understanding of object-oriented development and game programming patterns.
- Experience with Unity and Unreal Engine.
- Experience with the source control solution Git.
- Knowledge of agile methodologies like SCRUM or Kanban.
- Knowledge of mathematics and physics used in games.

Soft skills

- Ability to work both independently and in a multidisciplinary team.
- Excellent problem-solving skills.
- Able to adapt to changes and new circumstances.