FRANCISCO JOSÉ PAREJO JIMÉNEZ

CONTACT

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SKILLS

- **Programming languajes** :
> C#
> C++ (Training)
- **Technologies** :
> Unity
> Unreal Engine (Training)
> Hololens 2
- **Others** :
> Git
> Trello
> Redmine

APTITUDES

- I define myself as an empathetic, organized person with a good decisive attitude.
  I like the teamwork.
- Continuous training is my best partner to grow professionally, that's why I love challenges and improving myself.
- Total schedule availability
- Own vehicle

LANGUAJES

Español: Idioma nativo

Inglés: A2

Básico

Francés: A2

LOOKING FOR

Positions for Game Developer | Game Designer | Level Designer

PROFESSIONAL PROFILE

- Game Developer | Game Designer
- I am passionate about game development and design.
- Proactive attitude, incessantly seeking solutions to implementation and design problems.
- I consider myself orderly and methodical
- Videogames are susceptible to changes, therefore I easily adapt to what the position and the project demand.

PROFESSIONAL EXPERIENCE

Game Developer Unity, 05/2022 - Actual
Saints Games Studio - Sevilla

- Design of video game projects in Unity in both 2D and 3D
- Development of video game projects in Unity both in 2D and 3D in the programming area
- Experience in game design (UI, UX, Game Design document, mechanics, level design, narrative, etc.)
- Resolve bugs and implementation improvements

Unity Developer, 10/2022 - 12/2022
Skylife Engineering - Sevilla

- UI/UX design and development and implementation of user experience improvements
- Experience with Hololens 2
- Management of Apps and devices
- Development of testing and quality tests (QA)
- Development of digital assistants

FORMATION

Course authorized by Unity Technologies: Game Development, 2022
Frogames Formación - Islas Baleares, España

- Advanced C# course applied to Video Games Course authorized and endorsed by Unity Technologies and by the instructor Juan Gabriel Gomila Salas.

Core Networks (State Service Of Employment) SEPE: Game Development (300H), 2022

Core Networks - Madrid, España

- SEPE Higher Certificate Professional Certificate Video Game Development and Virtual Reality with Unity 3D (300 hours)

Certified User: Programmer Unity Technologies: Game Development, 2022
University Of Salamanca (Currently) - Salamanca, España

- Unity Technologies Official Certificate The University of Salamanca, taking advantage of the training of the Advanced Course that I am doing, trained me to obtain the official Certified User Programmer of Unity Technologies.

Formation Certified Unity: Unity Technologies, 2022
Udemy - Juan Gabriel Gomila Salas

- C# programming course C# programming course applied to Unity

Unity 3D Game Development Certificate: Game Development, 2022
Frogames Formación - Islas Baleares, España

Game Creation Course with Unity: Game Development, 2022
Udemy

Multiplayer Video Game Development Certificate: Game Development, 2022
Frogames Formación (Currently) - Islas Baleares

- Training Certificate in Multiplayer Video Game Development with Unity and Photon PUN 2 (Currently)

Videogame Production Course: Game Development, 2022
Udemy

Higher University Training Course (Studying): Game Design and Development
University Of Salamanca - Salamanca, España

- Higher University Course Design and Development of Videogames with Unity (Currently) (200 hours)

EDUCATION

- Bachelor of Social Sciences (2014) (ÍES Velázquez, Seville)
- University Entrance Test (Pablo Olavide, Seville)

OTHER PROFESSIONAL EXPERIENCE

- Since 2016 I have worked in different positions, related to the service sector and specific to private security.

VOLUNTEERING

- From 2014 to June 2018 I have been doing volunteer work with the Spanish Red Cross and other emergency services in various large events.