Hector Vergel

Junior Game Programmer

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PROFILE

As a person highly interested in programming, the field of game programming has become a passion for me. I enjoy learning new things every day and being updated. Because of that, I like to participate in any kind of projects related to game development and also I have fun creating my own games.

My strongest transversal skills would be team-working and problem-solving. I like to be involved in team projects and keep improving these skills.

PROJECTS

Riddle Manor ⌘   03/2023 – 06/2023
University final project winner of Best Game for the Industry award and Best Art award.
A 3D puzzle/platformer game in which I worked as gameplay programmer and also back-end programmer.

Look What I've Made ⌘   03/2022 – 06/2022
University project that won the best game award that year
Improved my skills in C# and Unity programming.

One more drink ⌘   2022
GameJam project
Improved my 3D programming skills by working in a big team and in a short period of time.

EDUCATION

Bachelor's Degree in Video Game Design and Production   2020 – 2024
Tecnocampus - Universitat Pompeu Fabra ⌘   Barcelona, Spain
Studying this university degree, I have acquired knowledge in all areas of video game development. In particular, I have decided to focus my learning into the programming field but I also have notions of production, design and art.

HARD SKILLS

- C#
- Lua
- C++
- Design Patterns
- Unity
- OOP
- Gameplay Programming
- Tools programming

SOFT SKILLS

- Teamworking
- Communication
- Attention to detail
- Problem-solving
- Time managment
- Adaptability

LANGUAGES

Spanish (Native) • **Catalan** (Native) • **English** (Professional Working Proficiency)