

IGNACIO ORY ALONSO

654 41 38 89

ignacioory@gmail.com

[Portfolio](#)

WORK EXPERIENCE

2021 – Currently Unity Console Programmer – BlitWorks Publishing

- Port different projects to PlayStation 4, PlayStation 5, Nintendo Switch, Xbox One and Xbox Series
- Controller scheme adaptation, platform specific systems implementation and Technical Requirement Checks
- Debugging, profiling, Memory Leak management, performance improvements
- Mentoring junior team members
- Working with inhouse QA team

2018 – Currently Indie Game Developer

- [District Dance Battle](#) - FreeStylers Studio
- [TeFeGe](#) - Horacio Studios
- [Mauricius Nativitatem](#) - FreeStylers Studio
- [Vaya Canicastañazos](#) - FreeStylers Studio
- [A Toda Pastilla](#) - FreeStylers Studio
- Motor Casa Paco (Custom Game Engine) - FreeStylers Studio
- [FDI](#) - FreeStylers Studio
- [Chess & Tails](#) - Global Game Jam Project

2019 – 2020 Teacher of Extracurricular Activities – Asociación Life Three

- Teacher of Video Game Development in IES San Isidro, Madrid

EDUCATIONAL BACKGROUND

2017 - 2021 Degree in Videogame Development. Facultad de Informática. Universidad Complutense de Madrid

2015 - 2017 Secondary Education Diploma with Scientific Technological Orientation. IES Príncipe Felipe, Madrid

2011 - 2015 Secondary Education. Colegio Fuentelarreyna, Madrid

LANGUAGES

Spanish - Native, Mother Tongue

English - C2 Level, Cambridge Certificate of Proficiency in English | 2020

German - B1 Level, Goethe Institut (Madrid) | 2016

Chinese - B1 Level, HSK III | 2015