

## IGNACIO ORY ALONSO

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[Portfolio](#)

### WORK EXPERIENCE

#### **2023 – Currently** Unity Lead Programmer – Infinigon Games

Apart from leading the Programming team, the role focuses on systems implementation (including Input, Savedata and Memory Management) and porting the different projects to Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One, Xbox Series using the official Development Kits and SDKs, including Profiling, assessing and optimizing performance.

This includes being the person responsible for discussing with the Producers when planning the tasks to be done for the different milestones and making and managing builds to be sent to Clients.

#### **2021 – 2023** Unity Console Programmer – BlitWorks Publishing

Porting different projects to Nintendo Switch, PlayStation 4, PlayStation 5, Xbox One and Xbox Series using the official Development Kits and SDKs, including Profiling, assessing and optimizing performance. Apart from working in small teams (as well as mentoring newer members) or solo in some projects, this also includes working with an inhouse QA team.

This includes managing the [Physical release](#) for PlayStation 4 and PlayStation 5 of **Epics of Hammerwatch**, a compilation of **Hammerwatch** and **Heroes of Hammerwatch: Ultimate Edition**. Apart from this, there are several other projects (**all under NDA**), which can be consulted further in my [Portfolio](#).

#### **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
- [Louse on the Loose](#) – FreeStylers Studio | 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