

IGNACIO ORY ALONSO

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[Portfolio](#)

WORK EXPERIENCE

2021 – Currently 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.

6 different 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

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