

IGNACIO ORY ALONSO

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[Portfolio](#)

WORK EXPERIENCE

2023 – Currently Lead Programmer – Infinigon Games

This role not only includes leading the Programming Team (dividing tasks, checking on my coworkers, their progress and struggles), but also building it from scratch (looking for Programmers, creating a workflow, documentation, etc...).

In the proper programming side (with Unity), it is focused 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, as well as Profiling, assessing and optimizing performance when needed.

This responsibility also 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 the development of [Everhood: Eternity Edition](#) (for PlayStation 4, PlayStation 5, Xbox One and Xbox Series) [Pirates Outlaws](#) (for Nintendo Switch, PlayStation 4 and Xbox One) as well as 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 (**under NDA**), which can be consulted further in my [Portfolio](#).

2018 – Currently Indie Game Developer

- [District Dance Battle](#) - FreeStylers Studio
 - Awarded as “**Best Game**” by the audience at [FIMP 2019](#)
- [Louse on the Loose](#) – FreeStylers Studio | Global Game Jam 2023 Project
 - Awarded as “**Most Innovative Game**” at [Voxel School/UCM Site for Global Game Jam 2023](#)
- [Una Voz en Canceledo](#) – FreeStylers Studio | Indie Spain Game Jam 2023
- [Apruébame Esta](#) – FreeStylers Studio | Gift Jam 2023
- [Motor Casa Paco](#) (Custom Game Engine) - FreeStylers Studio
- [Mauricius Nativitatem](#) - FreeStylers Studio
 - Awarded as “**2nd Best Game**” at [JamOn 2021](#)
- [TeFeGe](#) - Horacio Studios
- [Vaya Canicastañazos](#) - FreeStylers Studio

- [A Toda Pastilla](#) - FreeStylers Studio
- [FDI](#) - FreeStylers Studio | Gift Jam 2021
- [The Cat that watched the stars \(and viceversa\)](#) – FreeStylers Studio | Mermelada Jam 2023 Project
- [Project Settlers](#)
- [Chess & Tails](#) | Global Game Jam 2022 Project
- [Paparazzi Infiltration](#)

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