



IGNACIO MELÉNDEZ URIZ

EDUCATION

COLEGIO CLARET
LARRAONA
Pamplona, Navarra
2019

Bachelorship

Technological Baccalaureate Degree

EODINA
Pamplona, 2019

B2, English

CREANAVARRA
Pamplona, 2019/2022

Pearson BTEC Level 5 – Higher National Diploma in Game Development

MEDAC
Online, 2024/Current

Professional training in Multiplatform Application Development

MEDAC
Online, 2024/Current

Make a RPG Game in 2D Course

SKILLS



WORK EXPERIENCE

PARTICIPATE IN
THE FIRST LEGO LEAGUE
2015-2018

TEAM MEMBER IN FS-INGENIUM TEAM

Programming Leader, 2015-2017

Mentor, 2018

Best Mechanical Design Award at the World Cup in San Luis (USA), 2016 and Robot Behavior Award at the World Cup in Detroit (USA), 2018

PROJECT DIRECTOR AND
LEAD PROGRAMMER
2020-2022

OTTER'S HELL

Final Degree Project on Video Game Design and Creation. Internship in the company Nexxyo Labs as a Programmer video games in Unity 3D.

PROJECT DIRECTOR AND
LEAD PROGRAMMER
2020-2023

NEXXYO LABS

Director and Producer in a team of 8 people (Otter's Hell, Roguelite game).
Lead Programmer

JUNIOR
PROGRAMMER
December 2023 -
Present

NEXXYO LABS

Junior programmer at Racer Loop (space ship racing multiplayer game)

GAMES



Otter's Hell



Racer Loop

<https://www.racerloop.com/es/>

ABOUT ME

Video game programmer with Unity and C#. Application Developer with Java.

LINKS

Web:
<https://www.ignarts.dev>

Linkedin:
<https://www.linkedin.com/in/ignaciomelendezuriz/>

Twitter:
<https://twitter.com/ignartsvg>

OTHER DATA

Desire to constantly learn
Experience working in small and medium teams
Experience leading small teams (8 people)
Experience directing and organizing projects