# Joy Márquez García : Game Developer

## CONTACT

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## LINKS

## LANGUAGES

Spanish - Native

English - C1

French - A2

## HABLIDIDES

C#

C++

Java

JavaScript

Python

```
 1   About me
 2   {
 3       Hello ^^ ,
 4       Passionate about video games, I'm fulfilling my
 5       childhood dream of working making games. Besides
 6       gaming, I like to enjoy my time restoring old
 7       consoles, reading science fiction and fantasy books
 8       (Please do yourself a favor and start reading
 9       Brandon Sanderson's books, you'll thank me in the
10       future) and listening to all kinds of music.
11
12       Eager to learn and face new challenges, I'm always
13       looking to do my best and get better at what I do.
14   }
15
16   Proyects
17   {
18       PondPlatoon: In a small team as main developer.
19       Roomba War: IA development as programmer.
20       Custom Movement System: Personal project.
21   }
22
23   Experience
24   {
25       Xaloc Studios                    April 2022 - Present
26       Junior Analist Programmer
27       • Development of gameplay and mechanics, such as
28         player controls, enemy spawning system and
29         inventory system.
30       • Design and implementation of level design, testing
31         and debugging tools, such as a level creator.
32       • Teamwork following agile methodologies in teams
33         of 2 to 10 people.
34       • Creation and estimation of tasks taking the role
35         of producer and designer apart from programmer.
36   }
37
38   Education
39   {
40       Universidad Rey Juan Carlos
41       Videogame Desing and Development Degree
42
43       Online - Zenva
44       Discover Unity 2021 Game Development Bundle. 2021.
45       17 h.
46
47       Online - Udemy                              Present
48       Unreal Engine 5 C++ Developer: Learn C++ & Make Video
49       Games. 2022. 30 h.
50   }
```