

# JOSE MÁRQUEZ GARCÍA

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📍 Madrid, España

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[github.com/Joymg](https://github.com/Joymg)

[Portfolio - Joymg](#)

## OBJECTIVES

Learn about:

- AI
- Procedural Generation
- Code Architecture

## SKILLS

- Adaptability
- Teamwork
- Autonomy
- Unity
- Phaser 3 JS
- Unreal Engine

## WORK EXPERIENCE

Student - Rey Juan Carlos University

[Actualidad](#)

This is my senior year in college and I'm looking for a job or internship to join as soon as possible.

## PROFESSIONAL PROFILE

Student on his last year of Videogame design and development degree. I have experience in projects, both individual and collective. Hands on experience on video game and mobile applications development and gamification. The roles performed on these projects include gameplay programmer, code architecture, UI and level design. Interested in developing professionally in gameplay and mechanics programming.

Eager to learn, I have great adaptability, and I am autonomous, fast learner, great in-group working.

## EDUCATION

Rey Juan Carlos University

[2018 - Present](#)

Videogame design and development degree.

Udemy

[2021 - Present](#)

Python for beginners by Bharath Thippireddy.  
12 h 54 m. Online.

Zenva

[2021 - Present](#)

Discover Unity 2021 Game Development Bundle.  
2021. 17 h. Online.

## IDIOMAS

Spanish: Native

English: C1. Advanced Level.

French: B1. Basic Level.