JOSE MÁRQUEZ GARCÍA

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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
Present

This is my senior year in college and I'm looking for a job to join in February.

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. 17 h. Online.

LANGUAGES

Spanish: Native

English: B2. Advanced Level.

French: B1. Basic Level.