

JOSE MÁRQUEZ GARCÍA

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📍 Madrid, España

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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.