

Kevin Amores

Programmer



// Profile

Name

Kevin Amores

Date of Birth

5th January 1995

Address

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Portfolio

<https://kevinamo.github.io/>

// Social

/kevinamores

// Experience

Jan 2018 to
Sep 2018

PadaOne Games

Tools Programmer Intern

Debugging and Updating the current project branch of the plugin Behavior Bricks to Unity 2017 and 2018 and adding some new behaviours (C#).

<http://bb.padaonegames.com/>

May 2017 to
Nov 2018

Vyretrux Games

Gameplay Programmer

1214 Is an indie game where you play both on your PC and Smartphone. I Programmed the mobile app on Unity3D (C#) for the game "1214", the network system and gameplay on the desktop client on Unreal Engine 4 (C++).

<http://1214.vyretrux.com/en/>

// Academic Projects

Dec 2017 to
Jun 2018

Exodeus

Gameplay Programmer

Master's Project: A VR game on Unreal Engine 4 using C++. Presented to PlayStation Talents 2018 contest. I did gameplay programming of the puzzles and the character movement.

<https://niric.itch.io/exodeus>

// Education

Sep 2017 to
Sep 2018

Master on Videogames Programming

Universidad Complutense de Madrid

Sep 2013 to
Sep 2017

Degree in Information Systems

Universidad de Alcalá

// Skills

Professional Skills

C++	●●●●●
C#	●●●●●
Multithreading	●●●●●
Unreal Engine	●●●●●
Unity3D	●●●●●
Lua	●●●●●
Maths	●●●●●

Personal Skills

Organisation	●●●●●
Communication	●●●●●
Time Keeping	●●●●●
Team Work	●●●●●
Assertive	●●●●●
Hardworking	●●●●●
Adaptable	●●●●●