

Alex Garcia Selma

GAME DEVELOPER

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ABOUT ME

Game Developer passionate of videogames. I have worked in different non-professional videogame projects. Interest in **videogame design and programming**, I like to learn and have new Laboral experiences.

PROJECTS

Nightmare Falldown

Best Design winner in the 7th CITM Game Jam

Programmer and audio designer

Guardians of the Galaxy: The Bet

Contributed to the creation of a game developed by all students in the grade utilizing a custom-built game engine

Development of the UI and UX system of the engine

Alporo Engine

Creation of a game engine that includes features such as mesh rendering, hierarchical scene management, texture and model importing, camera culling, and mouse picking.

EDUCATION

September 2020 – July 2024

Grade in Videogame Design and Development | UPC-CITM

October 2024 – Ongoing

Postgraduate in Technical Artist | UPC-CITM

SKILLS

Programming Languages

C, C++, C#, Flutter, GLSL, Julia, SQL

Softwares

Unity, GitHub, Git, OpenGL, SDL, Firebase, Maya, 3DSMax, Tiled, Unreal Photoshop, Illustrator, Figma, ToonBoom, Substance Painter, Houdini

Languages

Catalan (Native), Spanish (Native), English (B2)