

Alex Garcia Selma

✉ algarselma@gmail.com ☎ (+34) 651 319 431 💻 in/alex-garcia-selma 📄 maralgs.github.io

SUMMARY

Game Developer passionate about 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

Guardians of the Galaxy: The Bet

github.com/ProjectWastelanders/ProjectWastelanders • February 2024 - June 2024

- Development of the UI and UX system of the engine.
- Contributed to the creation of a game developed by all students in the grade utilizing a custom-built game engine.
- Top-Down Shooter video game based on Guardians of the Galaxy.

Shader Engine

github.com/PBReando/Kel-Shader-Engine • February 2024 - June 2024

- Created a shader engine using C++, GLSL and OpenGL.
- Implemented different computer graphic techniques like Ray casting or Deferred rendering.
- Implemented advanced computer graphics techniques to the engine like PBR and Environment Mapping.

Alporo Engine

github.com/MaralGS/Alporo_Engine • September 2022 - February 2023

- Game Engine created with C++ and OpenGL.
- Features such as mesh rendering, hierarchical scene management, texture and model importing, camera culling, and mouse picking.
- Focused on the creation of a UI System.

Game Jams

maralgs.itch.io/

- Nightmare Falldown (Best Design winner in the 7th CITM Game Jam) - <https://divangus.itch.io/nightmare>.
- Noticioleg (Designer and Programmer) - <https://draquian.itch.io/noticioleg>.
- Echoes in time (Audio Designer and Programmer) - <https://divangus.itch.io/echoes-in-time>.

EDUCATION

Postgraduate in Technical Artist

UPC-CITM • Ongoing

Grade in Videogame Design and Development

UPC-CITM • July 2024

SKILLS

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

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

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