



Jose Antonio Perez de Azpillaga

STUDENT

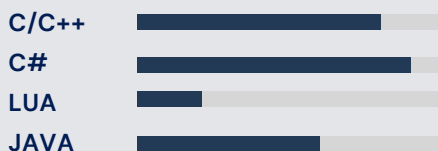
CONTACT

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- <https://github.com/Onebit5>

KNOWLEDGE

- Office software
- Assembly and maintenance of computers
- Use of Linux distributions
- Windows

PROGRAMMING LANGUAGES



LANGUAGES

SPANISH	Native
ENGLISH	C1
DUTCH	Basic
GERMAN	Basic

MY PROFILE

Hello! I'm Jose Antonio, a passionate Game Engine Developer and Gameplay Programmer with a deep understanding of game architecture and systems programming. With expertise in low-level graphics programming and game physics, I specialize in creating robust game mechanics, intelligent AI systems, and optimized rendering pipelines. My technical background allows me to bridge the gap between creative vision and technical implementation.

PROJECTS

COSMIC CHAOS

Self-initiated (2022–2023)

I made a special arcade-style game in Unity that tries to achieve the highest score without being eliminated by enemies.

ONETEK ENGINE

Self-initiated (2025)

A custom game engine built using C, with plans to expand into OneTech Engine 2 for 2D FPS games.

SPEDITOR

Self-initiated (2025)

A lightweight sprite editor developed using Lua.

EDUCATION

VOCATIONAL DEGREE IN S.M.R (SEPT.2024 – PRESENTE)

Intermediate degree in microcomputer systems and networks.

INTERESTS

- Programming languages
- Software and videogame application development
- Role-playing video games
- Dungeons and Dragons