Jose Perez de Azpillaga

Gameplay Programmer | Malaga, Spain (Open to Remote/Hybrid) | +34 679 566 773 | azpijr@gmail.com | onebit5.github.io/ | linkedin.com/in/joseonebit | github.com/onebit5

Summary

Junior Gameplay Programmer with strong foundations in C++, C#, and software architecture, specializing in the development of core gameplay systems and player interaction mechanics. Experienced with Unity and Godot, as well as custom gameplay frameworks using ECS and data-oriented design.

Skilled in Al programming, physics-based gameplay, and performance optimization, with a focus on building responsive, maintainable systems that enhance player experience.

Work Experience

Godot Engine Remote

Open Source Contributor • Freelancer

Oct '25 - Present

- · Contributing to bug fixes and feature improvements for the upcoming Godot 4.6 release.
- · Collaborating with maintainers and reviewing pull requests in the engine's core systems.
- · Implementing and testing fixes to improve engine stability and developer experience.

Self-Employed Remote

Game Programmer & Designer • Freelancer

Feb '22 - Aug '23

- · Designed and developed Cosmic Chaos, a 2D action game built with Unity engine and released publicly on Itch.io.
- · Implemented all gameplay systems, physics, UI, and rendering features, focusing on performance and stability.
- · Managed the entire development pipeline from prototyping to release, coordinating external music and art contributions.
- · Shipped on Itch.io.

Education

IES Fuengirola N1

Vocational Degree | Microcomputer Systems and Networks in Information Technology | GPA: 9.57

Malaga, Spain

- Awarded Outstanding Student of the Year (2025) for achieving the highest academic performance.
- Coursework includes network administration, system architecture, and programming fundamentals.

Skills

Pathfinding · RPG systems · Memory Management

Soft Skills: Teamwork · Communication · Passion · Open-mindedness · Self-organization

Languages: English (C1) · Spanish (Native)