Ivan Ropero García

GAME PROGRAMMER

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I'm a videogame and cinema fanatic, game developer and someone excited to learn new things. I consider myself a person who likes to work as a team, open to new experiences and eager to learn everything I can.

WORK EXPERIENCE

Unity Developer
Cubus Games
february 2021 - july 2021

Junior Programmer
Cubus Games
october 2021 - Present

EDUCATION

Video Game Design and Development
UPC-CITM
september 2017 - july 2021

LANGUAGES

·Spanish (Native)
·Catalan (Native)
·English (Intermediate)

SKILLS

IDEs
·Unity Engine
·Git
·Visual Studio
·Photoshop
·Audacity

Programming languages
·C++
·C#
·Dart

PUBLISHED PRODUCTS

·Quijote: Quest for Glory (PC)

·Steam Highwayman (Android/iOS)

·7th Book (Android/iOS)