

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 - October 2022

Unity Developer

EDAG Spain

November 2022 - Present



EDUCATION

Video Game Design and Development

UPC - CITM

September 2017 - July 2021



LANGUAGES

• Spanish (Native)

• English (Intermediate)

• Catalan (Native)



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)