# ALBERTO RAMÍREZ MENA

## SOFTWARE DESIGNER & DEVELOPER

## PROFILE

Videogame developer and software engineer. With six years of programming and developing experience with Unity, and agile methodologies.

Author of numerous freeware games and jam proyects. With games published in Steam and Google PlayStore.

Looking for more knowledge about game design and development.

## CONTACT

Email: albertoramirezmena@outlook.es
Phone: +34 651 08 64 93

Bahía de Málaga 12
Alhaurín de la Torre
Málaga, España

## LINKS

- Portfolio Online:
https://sirusuario.github.io

- LinkedIn:
https://www.linkedin.com/in/alberto-ramirez-mena/

## LABORAL EXPERIENCE

### Designer and Programmer
Mistwall Studio S.L.| February 2022 - Presently

Feature designer and developer, using Unity 3D.
- Gameplay programmer using C# for a map maker game.
- Steam functionalities integration, including Workshop services.
- Procedural generation of scenarios.
- Dynamic map generation for VTT uses. Foundry integration.

### Designer and Programmer
Wiimo Gamification | May 2021 - October 2021

Level design and core mechanics programming for videogame experiences in Android:
- Game design document.
- Levels mock ups and implementation in Unity.
- Mechanics development with C#.
- Geolocalization with Mapbox.

### Extracurricular Internship
FMIT Solutions S.L.| June 2019 - September 2019

- QA team member.
- Endpoints testing with postman.
- Design and development of auxiliar software for testing using shellscripting.

### Curricular Internship
DEKRA España | March 2019 - June 2019

- Front-end web development with Angular and Back-end with Springboot.
- Big data processing and maintenance with Qlik Sense.

### Computer Technician
Informática Alhaurín | July 2018 - August 2018

- Cleaning and repairing of hardware.
- Operative systems and other softwares installation.

## SKILLS

- Programming Languages:
  - High Level: C#, Java, JavaScript, HTML, CSS.
  - Medium Level: C, C++, ShellScript.
  - Beginner: Python, TypeScript.
- Frameworks:
  - Angular, AngularJS, JavaServer Faces.
- Videogames Engines:
  - Unity and Unity3D
  - PlayFab framework for Unity.
- Relational data bases management:
  - MySQL
  - SQL
- Version control with Git:
  - Git Bash and SourceTree.
  - GitHub, GitLab, BitBucket.
- Computers assembly skills.

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## EDUCATIONAL HISTORY

### Master in Design and Development of Videogames

Escuela Superior de Videojuegos y Arte Digital (Málaga) | 2019 - 2020

### Software Engineering Degree

Escuela Técnica Superior de Ingeniería Informática, Universidad de Málaga | 2015 - 2019

### Bachelor of Technological Sciences

Instituto de Educación Secundaria Capellanía (Alhaurín de la Torre)| 2013 - 2015

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## LANGUAGES

### Spanish C2

Native

### English B2

Cambridge English Language Assessment

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## ADDITIONAL INFORMATION

- Available to relocate.
- B1 driving license.
- Vehicle owner.
- Organization member of Málaga University's Open days.
- Volunteer at Gamepolis videogame congress.
- Best visuals price in EVAD Game Jam, January 2020.

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