

Alejandro Escarpa

Unity developer



Portfolio

[Itch.io](#)

[GitHub](#)



Contact



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Guadalajara, Spain



Education

Master's Degree with Unity

Tokio School

Computer Systems Programming

Krono office



Skills

- C#
- Unity
- Git
- OPP
- SOLID
- Cinemachine
- Dotween
- Photon fusion
- Unreal Engine
- C++
- SCRUM



Languages

Spanish
English

Native
B2

Expertise in game logic development, interface design and performance optimization. Ready to make a valuable contribution to your team and continue developing skills together with your company.



Work Experience

UNITY DEVELOPER

AUSTRAL ROBOTICS (2024)

Development of a simulation program in Unity, which allows creating and simulating robotic automation related to industrial robotics.

SOFTWARE DEVELOPER

TALLERES PALACIO AROCA S.L (2021)

"Design and development of a desktop application with a CRUD system related to a database.

UNITY DEVELOPER

Own project (2023 - present)

History-Combat 2D i work on in my free time with some friends. I test varios mechanics on it:

- Gathering resources
- Fight with enemies
- 2D multidireccctional animations

Link: [Itchio](#)

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Own project (2023)

Own multiplayer fps project, using Photon and testing grapling hook mechanics.

Link: [Itchio](#)