

Víctor Izquierdo Alegre

UI Programmer

Information

@ vizcodev@gmail.com

Itch.io

Linkedin

Portfolio

Skills

</> C#, C++

Unity

SourceTree, Azure, Jira

Languages

Spanish – Native

English – B2

About me

I am Víctor Izquierdo Alegre and I have always had a great passion for video games. Nevertheless my main focus is on UI, an area I have been completely focused on the last couple years

Interests

Unity

Video games

Coffee

Work experiences

Associate Game Programmer

May 2024 - July 2025

Brink Gaming

Contributed to the **UI development**. [Video](#)

- **Implemented UI designs** from **Figma** into **Unity** using **UI Toolkit**.
- **Developed custom controls** to extend **UI Toolkit** capabilities, and improve workflows.
- Followed the **MVVM architectural pattern**.

Unity Developer

November 2023 - December 2023

Mind Trips

Developed "**Sector 77: La Resistencia**" a mobile application using Vuforia for an escape room in **Unity**. This app is a continuation of **Sector 77**.

Internship

February 2023 - May 2023

Mind Trips

Developed "**Sector 77**" a mobile application for an escape room using Vuforia in **Unity**. [Video](#)

Personal projects

- VCustomControls - [GitHub](#) - [Video](#)
 - **Unity Package** and Collection of **13 UI Toolkit Custom Controls** with **documentation**.
- Desktop UI - [GitHub](#) - [Video](#)
 - Management and creation of new applications by using **ScriptableObjects**.
 - The UI adapts to various **resolutions**.
 - Implemented the **MVP pattern** for the settings window to separate concerns.
- Time-Tick Cemetery - [Github](#) - [Video](#)
 - Support for **mobile control**, **keyboard** and **controller**.
 - **Persistent data** to keep track of the achieved score and settings.

Education

Video Game Design and Development bachelor's

2019 - 2023

Universitat Jaume I

Developed various projects such as:

- Gem Maker Tycoon - [Video](#)
- Lambda Project V - [Video](#)
- Fountain of Memories - [Video](#)