

Víctor Izquierdo Alegre

Unity 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 had a great passion for video games since forever. I love learning and improving my skills in this area, and I am eager to continue learning and growing in this field.

Interests

Unity

Video games

Coffee

Work experiences

Associate Software Engineer

May 2024 - July 2025

Brink Gaming

Contributed to the **UI development**.

- **Implemented UI designs** from **Figma** into **Unity** using **UI Toolkit**.
- **Developed custom controls** to extend **UI Toolkit** capabilities, enabling more dynamic and flexible UI components.
- 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 [WIP] - **GitHub** 📺

- Collection of UI Toolkit Custom Controls.

■ Desktop UI - **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 - **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** 📺