Víctor Izquierdo Alegre

UI Programmer

Information

@ vizcodev@gmail.com

in Linkedin

Itch.io

Portfolio

Skills

- </> C#, C++
- ⚙ Unity
- ✎ SourceTree, Azure, Jira

Languages

- Spanish – Native
- English – B2

About me

I'm 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 - Sweden

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 - Spain

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 - Spain

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
Jaume I University - Spain

Developed various projects such as:

- Gem Maker Tycoon **- Video** 🔗
- Lambda Project V **- Video** 🔗
- Fountain of Memories **- Video** 🔗