Víctor Izquierdo Alegre

Unity 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 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 - Currently
Ringtal Interactive

Contributed to the **UI development** of an **MMO** game.

- **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**.

Internship
February 2023 - May 2023
Mind Trips

Developed "Sector 77" a mobile application for an escape room using Vuforia in **Unity**. **Video** 🔗

Personal projects

■ Desktop UI **- Video** 🔗

■ Time-Tick Cemetery **- Video** 🔗

Education

Video Game Design and Development degree
2019 - 2023
Universitat Jaume I

Developed various solo projects such as:

- Gem Maker Tycoon **- Video** 🔗
- Lambda Project V **- Video** 🔗

And some group projects such as:

- Fountain of Memories **- Video** 🔗