

Víctor Izquierdo Alegre

Unity Programmer

Information

@ vizcodev@gmail.com

in LinkedIn

Itch.io

Portfolio

Skills

</> C#, C++

Unity

Github, Trello

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 experience

Associate Software Engineer

May 2024 - Currently

Ringtal Interactive

Contributed to the **UI development** of an **MMO** game as part of a team of approximately 25 engineers.

- **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.

Worked on a terror game in Unreal:

- Developed a Main Menu focusing on the options part.
- Developed jump-scares.

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**

Personal projects

Desktop UI - **Video**

Time-Tick Cemetery - **Video**