# Víctor Izquierdo Alegre

## Unity Programmer

### Information

@ vizcodev@gmail.com

in Linkedin

Itch.io

Portfolio

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## 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

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## Work experiences

**Associate Software Engineer**                    **May 2024 - January 2025**
                                                    **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** 🔗