

Quico Blazquez Vidal

Programmer



✉ quicoblazquez@gmail.com

🗣 Spanish

🚗 B

🎂 23 years old

Links

[Resume / Portfolio Website](#)

[Linkedin](#)

Education

- **Multimedia Engineering**
(Digital Creation and Entertainment Itinerary)
University of Alicante, Spain
Sep 2019 - Jun 2023
- **Bachelor of Science**
IES Enric Valor, Castalla
Sep 2017 - Jun 2019

Languages

Spanish



Catalan



English



Japanese



Skills

Work ethic



Teamwork



Communication



Coding



Programming Languages



Summary

Multimedia Engineering graduate, with a focus on digital creation and entertainment. I have experience in **C++** and **C#**, specializing in game engines and software structures. I have developed custom tools and systems to optimize game development processes, collaborating on team prototypes and improving performance using various algorithms and design patterns. I also created a prototype from scratch, covering nearly all aspects, from physics and graphics engines to ECS game engine architecture and systems management.

In addition to game development, I have knowledge of **Web** development and databases, with experience in **HTML**, **CSS**, **JavaScript**, **PHP**, **Python**, **Java** and **MySQL**, gained during the first three years of my degree before specializing in digital creation and entertainment. My background in entertainment development has given me a strong command of **C++** (low-level programming) and **C#**, but I am adaptable and comfortable learning new languages and technologies.

I am committed to continuous improvement and always to bringing more value to the team with every project.

I have experience with **Unity**, including developing dialogue systems and AI using *GraphView*, and I have also worked with **Unreal Engine**. I am open to new opportunities where I can leverage my expertise and continue to grow professionally.

In the future, I am interested in a Master's **degree in Cybersecurity**, as this is a field I am passionate about and wish to specialize in.

For more details on my projects and skills, please visit my website:

whispywoods2.github.io

Work Experience

Game Programmer, GGTech Entertainment (Internship), Alicante, Spain

June 2023 - August 2023

- Enhanced skills by studying company resources.
- Developed a small Bomberman-like game using Unity's NavMesh for movement and a level editor for fast and efficient creation

Featured Projects

Morris.exe

October 2022 - November 2022

Arcade game created for Amstrad CPC where the challenge was programming the game engine in **Z80 assembly language**.

The game was a finalist at the Valencia Indie Summit 2023.

Prometheus: Ignis fur

2022 - 2023

Game prototype where I programmed and optimized to run on a machine with 2GB of RAM. This included creating **game, physics and graphics engines from scratch using C++ and OpenGL.**

Forest Blessing

June 2023 - July 2024

2.5D game in Unity Where i Cover all aspects connected to programming, form gameplay to editors to streamline the developmentt process.

Courses

AI: Behaviour Trees, Udemy

2023

Design Patterns, Udemy

2023