



Quico Blazquez Vidal

Game Programmer



 quicoblazquez@gmail.com

 Spain

 23 years old

Links

[Resume / Portfolio Website](#)

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


Debugging


Summary

Passionate video game programmer with experience in C++ and C#. Specializing in game engines and structures, I have developed custom tools and systems to enhance game development processes. I have collaborated on team prototypes and optimized performance using various algorithms and design patterns. I created a prototype from scratch, covering nearly all aspects, from physics and graphics engines to the ECS game engine and systems management.

In addition to this, I am dedicated to continuous improvement and strive to contribute more to the team with each project.

I am experienced with Unity, including developing dialogue systems and AI with GraphView. Additionally, I have worked with Unreal Engine and I am open to new opportunities leveraging my C++ expertise.

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

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

2023 - Present

2.5D game in Unity Where I cover all aspects connected to programming, from gameplay to editors to streamline the development process.

Courses

AI: Behaviour Trees /// Design Patterns, Udemy

2023