



AURE MIRAVALLS

TECHNICAL ARTIST

I am a technical artist and generalist game programmer, with skills in shaders and VFX. My background helps me work well with both artists and designers, creating good teamwork. I know how important it is to be an open-minded developer, and I always make sure to research and learn as much as possible.

CONTACT

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Benidorm, Alicante
Castellón de la Plana, Castellón

SOFT SKILLS

Adaptability

Creativity

Problem solver

Communication skills

LANGUAGES

Spanish - native

Valencian - native

English - advanced



EDUCATION

Design and Development of Videogames Degree

Universidad Jaume I (UJI), 2019-2023

Computer science program focused on game development, including object-oriented programming, algorithms, 3D modeling, animation, AI, procedural level generation, 2D art basics, and game engine experience, with a solid understanding of shaders.

WORK EXPERIENCE

Game Developer (Internship)

INIT, Castellón, 2022-2023

During my internship, I developed a VR demo in **Unity** for a game that integrated treadmill-based movement. I gained experience in VR development, did 3D modeling in Blender, and designed my first custom shader materials.

Game Programmer (Contract)

INIT, Castellón, 2023

In a six-month contract, I led the technical programming for an AR mobile game in **Unreal Engine 5**, gaining experience in this medium. I also created several game levels and their gameplay mechanics. The game, "Guardianes de Segorbe," is available on the Play Store.

PROFESSIONAL IN



PROFICIENT IN



PROGRAMMING LANGUAGES

C#

HLSL

HTML/CSS/JAVASCRIPT

C++

C

PHYTON

Freelance Tester

Pentadimensional Games, June 2023

Made **QA** testing for the game "Tenebris Pictura", published in Steam.



ACHIEVEMENTS

Developed a functional online multiplayer for a fighting game in Unity.

Universidad Jaume I, 2023

Third prize in the free modality of videogame development competition

Universidad Politécnica de Valencia, 2017

Best web game of the year

Universidad Jaume I, 2021