

Aure Trigueros Miravalls

Game Programmer

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Deeply interested about the multifaceted realm of videogames, I specialize in programming and game design. My experience includes coding game mechanics, implementing shaders, and developing data structures.

My mind is brimming with ideas, both good and bad, but always abundant. A dedicated gamer since childhood, I enjoy playing games, recognizing the importance of staying current in the field. I can adapt to any platform, having developed games for AR, VR, mobile devices, web pages, and PC.

I am looking for opportunities in the game development industry or related domains.

WORK EXPERIENCE

Game Programmer(Internship & Research Grant) 2022 – 2023

Instituto de Nuevas Tecnologías de la Imagen, Castellón de la Plana, Castellón

- Created a VR game in Unity for treadmills in the intership, including shaders in Shader Graph for visual improving and modeling the weapons in Blender.
- Created an Unreal Engine 5 Augmented Reality Game for mobile devices, working for the Segorbe town hall, as a cultural project to promote the historic heritage of the place.
- Collaborated with other programmers, artists and designers successfully.
- Article published and presented to the Congreso Español del Videojuego (CEV), where I exposed it in front of game investigation academics.

Freelance Tester

Pentadimensional Games, Remote.

2023

- Worked in the Tenebris Pictura PC playtesting for two weeks.
- Made a lot of QA reports with different bugs and how to reproduce them.

ACHIEVEMENTS

- Best Web Game of the Year by popular Vote (2021).
- Third prize in the free modality video game development competition (Polytechnic University of Valencia, 2017).
- Published a game development investigation article and presented it in CEV.
- Programmer & Designer in indie developments and prototypes.

EDUCATION

Desing and Development of Videogames, Castellón de la Plana, Castellón
Computer Science Degree

2019 - 2023

SKILLS & OTHER

Technical Skills: Unity (Advanced), Unreal Engine (Medium), Visual Studio, Blender, Android Studio, Photoshop.

Tools and Software: Git, Scrum, Trello, C#, Phyton, JavaScript, HTML, CSS, C++, C, Kotlin, LaTeX.

Languages: Spanish and Valencian (Native), English (Conversational).

Soft skills : Collaboration, adaptability, communications skills, emotional intelligence and critical thinking.