# AITOR IZURRATEGUI

G A M E   D E V E L O P E R   |   U N I T Y   |   C #   |   U N R E A L   E N G I N E

Experienced in Unity and C#, specializing in game design and development. With knowledge in graphics programming and engine development. Background in systems and networks enhances technical proficiency. Known for enthusiasm and teamwork, contributing to project success.

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## PROFFESIONAL EXPERIENCE

LURTIS RULES • Móstoles, Spain                              Sept 2022 - June 2024 (1 year 10 months)
**Unity Game Developer**
- Programmed, tested and optimized gameplay mechanics and in-game environments in unannounced RPG mobile transmedia title in Unity URP.
- Helped design and document gameplay mechanics, UI, and general game experience for an unannounced RPG mobile transmedia title.
- Coordinated 3D and 2D art teams using an agile workflow to create and implement assets in-engine, following design documentation.
- Helped create the initial promotion campaign for an unannounced RPG mobile transmedia title.
- Developed a dashboard to balance and manage the mobile game "ZPLN," connecting to a Google Firebase backend using Angular and TypeScript.
- Designed an early multiplayer testing mode for the mobile video game "ZPLN" using a Firebase backend.

LURTIS RULES • Móstoles, Spain                              Sept 2021 - Aug 2021 (4 months)
**Intern Unity Developer**
- Implemented game mechanics and UI for a serious game focused on teaching recent history to teenagers in a classroom setting.

ISOSTOPY • Madrid, Spain                              Feb 2020 - July 2020 (6 months)
**Intern Unity Developer**
- Assisted in the development of a truck checking simulator for a company that issues truck driving licenses in the United States.
- Assisted in the development of a runner-type video game for a Spanish company.

GENETSIS • Madrid, Spain                              Feb 2017 - June 2017 (5 months)
**Intern Networking Techinician**
- Designed and implemented networking solutions for small companies using Cisco and other third-party routers and switches.
- Attended customer calls to resolve everyday issues in previously installed networks.

MULESOL, AENA • Madrid, Spain                              Sept 2016 - Nov 2016 (3 months)
**Intern IT Techinician**
- Worked on resolving daily IT issues for the company's employees.

## ADITIONAL EXPERIENCE

Freelance online                              2022
**Private tutor in Unity and Proggraming**

## PROGRAMMING LANGUAGES

- C#
- Python
- C++
- Javascript / Typescript

# PROJECTS

G!RO (Unity) • Procedural Top-down Arcade Game                    2022
**Designer and Programmer (Team: 2 Programmers and 2 Artists)**
- Designed and programmed overall game experience, mechanics, progression and UI.
- Awarded the "Most Enjoyable Game" audience award in the Fun&Serious Bilbao Event (2022). Also got nominated for the "Best Retro Game" ward,

Gravity Down Quick (Unity) • Level Based FPS Platformer          2019
**Designer and Programmer (Team: 1 Designer/Programmer and 1 Artist)**
- Designed and implemented gameplay mechanics and levels.

FADE (Unity) • Serious Puzzle Game                              2019
**Programmer (Team: 1 Designer, 2 Programmers and 2 Artists)**
- Programmed all the main mechanics and helped design puzzles
- Developed in 48 hours for Telefonica's Event "Hackathon" (2019) as a serious game to help visualize problems of third-age people with Alzheimer. Awarded 3rd prize in the "serious games and gamification" category.

C++ Game Engine • 3D and 2D                                     2023
**Programmer**
- Developed a c++ game engine using SDL2, OpenGL and QT for learning purposes.

Unity tools                                                     2024
**Programmer**
- Variety of tools developed over time while using Unity including components, extensions, etc.

Notion tools (Pyhton & Notion API)                              2024
**Programmer**
- Developed some tools to manage databases in Notion for personal use.

# EDUCATION

Universidad Rey Juan Carlos • Móstoles, Spain                   2022
**Master's in Computer Graphics, Simulation & VR**

UDIT • Madrid, Spain                                            2018 - 2022
**Bachelor Degree in Videogame Engineering and Game Design**

UDIT • Madrid, Spain                                            2018 - 2020
**Certificate of Higher Education in 3D Animations, Game Development and Interactive Enviroments**

UDIT • Madrid, Spain                                            2018 - 2020
**Higher National Diploma (UK) in Creative Media Production**

JOYFE • Madrid, Spain                                           2016 - 2018
**Vocational Education and Training in Microcomputer Systems and Networking**

# ADDITIONAL EDUCATION

JOYFE • Madrid, Spain                                           2022
**Cisco CCNA: Routing and Switching**

JOYFE • Madrid, Spain                                           2022
**Microsoft Office Specialist for Word, Excel, Power Point and Excel**

# TECHNOLOGIES

- Unity
- Unreal Engine
- Git
- Github Actions
- OpenGL
- GLSL
- Angular
- Firebase
- HTML
- CSS

# ADDITIONAL SKILLS

- Notion
- Clickup
- Agile Workflow
- Canva
- Miró
- Photoshop
- Premiere
- Audition
- Zbrush
- 3DS MAX
- Substance Painter
- Marmoset Viewer
- After Effects

# LANGUAGES

- Spanish (Native)
- English (Fluent)

# HOBBIES

Love playing almost any sport and currently in a volleyball team. Videogame enthusiast and working everyday to expand my knowledge on the industry and game design.