



AITOR IZURRATEGUI

GAME DEVELOPER | UNITY | C# | UNREAL ENGINE

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

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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 Technician

- 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 Technician

- Worked on resolving daily IT issues for the company's employees.

ADDITIONAL EXPERIENCE

Freelance online

2022

Private tutor in Unity and Programming

PROGRAMMING LANGUAGES

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

PROJECTS

<u>G!RO (Unity)</u> • Procedural Top-down Arcade Game	2022
Designer and Programmer (Team: 2 Programmers and 2 Artists) <ul style="list-style-type: none">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,	
<u>Gravity Down Quick (Unity)</u> • Level Based FPS Platformer	2019
Designer and Programmer (Team: 1 Designer/Programmer and 1 Artist) <ul style="list-style-type: none">Designed and implemented gameplay mechanics and levels.	
<u>FADE (Unity)</u> • Serious Puzzle Game	2019
Programmer (Team: 1 Designer, 2 Programmers and 2 Artists) <ul style="list-style-type: none">Programmed all the main mechanics and helped design puzzlesDeveloped 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.	
<u>C++ Game Engine</u> • 3D and 2D	2023
Programmer <ul style="list-style-type: none">Developed a c++ game engine using SDL2 and OpenGL for learning purposes.	
Unity tools	2024
Programmer <ul style="list-style-type: none">Variety of tools developed over time while using Unity including components, extensions, etc.	
Notion tools (Pyhton & Notion API)	2024
Programmer <ul style="list-style-type: none">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.