

# Alex Gómez Del Valle

## *Multimedia Engineer*

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Multimedia Engineer graduated, possessing extensive experience and knowledge in various key areas of technological and creative development. Trained in programming across multiple languages, 3D modeling, texturing and animation, advanced mathematics, electronics, and video creation and editing with special effects. Experienced in developing projects using both Predictive and Agile methodologies. Ambitious, hardworking, and committed, looking for a position as a Front-end Developer or IT Support.

### WORK EXPERIENCE

- Logistics and Maintenance at EM2 Venue & Events, Netherlands (2020)
- Video editor for the MejoresJuguetes YouTube channel (2023)
- Event Host for Nargy Azafatos (2022-2024)
- Helpdesk IT Support at LaSalle URL (2024-2025)

### EDUCATION

- Technological Baccalaureate at Escolàpies de Llúria, Barcelona (2018-2020)
- Multimedia Engineering at Universitat Ramon Llull, La Salle Campus Bonanova (2019-2025)

### HABILIDADES

- TECHNICAL SKILLS: Programming Languages: C/C#/C++, Java, HTML, CSS, PHP, SQL, Arduino, JavaScript, Swift... Tools: Jira and GitHub
- DESIGN AND ART: Adobe Photoshop, Illustrator, Premiere, After Effects, Substance Painter, Substance Designer, Audition, 3DS Max, Unity, Cakewalk
- LANGUAGES: English (B2), Spanish (Native), Catalan (Native), French (Beginner)

### PROJECTS:

- ❖ Websites using VisualStudio
- ❖ Apps developed with AndroidStudio and Xcode
- ❖ Escape Room game designed and developed with Unity (C#)
- ❖ Battleships game developed with IntelliJ IDEA (Java)
- ❖ MMO game using IntelliJ IDEA (C++)
- ❖ Deep Learning applied to image and audio digital processing (MATLAB)
- ❖ VR game with Unity (C#)