

# ANDREA APARICIO LÓPEZ



## Contact

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### LinkedIn:

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## Portfolio

### Itch.io's profile

[aloy5.itch.io/](https://aloy5.itch.io/)

### GitHub

[github.com/andrea-aparicio-lopez](https://github.com/andrea-aparicio-lopez)

## Hard skills

### Videogame Design

### Development

Unity, SDL2 and Phaser

### Coding Languages

C++, C# and JS

### Agile Methodologies

SCRUM

## About me

I would describe myself as an active, curious and hard-working person, who learns quickly and has no problem adapting to new environments or situations.

My interests include plants and nature, sports, travelling... and of course videogames! They have always been a big hobby of mine, and now that I am older I have discovered I not only love playing games, but I also have a passion for developing them.

## Education

### Bachelors Degree in Videogame Development

Universidad Complutense de Madrid | Sep 2023 - [Jun 2027]

### Full-Stack Development Bootcamp

Keepcoding + Glovo | Sep 2022 - Mar 2023

### Baccalaureate in Science

Spain - Canada | 2020 - 2022

## Languages

**Spanish:** First Language

**English:** Expert - C2

**French:** Basic - A2

## Soft skills

- Teamwork
- Assertive communication
- Problem solving