

André Miguel Pérez Sánchez

Game Developer and Programmer

CONTACT

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Adress

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Portfolio

<https://andremip.github.io/>

LANGUAGES

- Spanish (Native language)
- English (B2)

INTERESTS

Videogames

Stardew Valley, Plants vs
Zombies, Baldurs Gate 3 and
League of Legends

Sports

Gym, running and swimming

Board Games

Magic The Gathering, D&D and
Zombicide

PROFILE

I am a final-year student in the Game Design and Development degree at Universidad Rey Juan Carlos. I am passionate about learning new things, especially programming, as it helps me improve my skills. While I mainly focus on coding, I also enjoy animation, 3D modeling, and video editing.

EDUCATION

Game Design and Development

2021 - Present

Universidad Rey Juan Carlos

Game Design and Development at URJC, with courses such as Multiplayer Environments, Advanced Graphics Processors, and Data Management, with a special interest and focus on programming. Experience in collaborative game development, participation in Game Jams, and 3D animation.

Game Design - Erasmus (English)

Sept. 2023 - Febr. 2024

Instituto Politécnico de Bragança

Game Design Erasmus program, with group projects in subjects such as Creative Writing for Games, Artificial Intelligence, Motion Capture, and Character Design.

SKILLS



C#

(Intermediate)



C++

(Intermediate)



SQL

(Intermediate)



Python

(Basic)



JavaScript

(Basic)



Java

(Basic)



Unity

(Intermediate)



mongoDB

(Intermediate)



3Ds Max

(Intermediate)



Blender

(Intermediate)



Premiere Pro

(Basic)



Photoshop

(Basic)