André Miguel Pérez Sánchez

Game Developer and Programmer

CONTACT

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+34 644187953

Adress
28022 Madrid, Spain

Portfolio
https://andremip.github.io/

LANGUAGES

Spanish - Native

English - B2

INTERESTS

Videogames
- Stardew Valley
- Baldurs Gate 3
- League of Legends

Sports
- Running
- Gym

Board Games
- Magic The Gathering
- D&D

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. I consider myself an organized, disciplined, and communicative person when working on team projects. While I mainly focus on coding, C#, C++ and javascript, I also enjoy 3D modeling, animation, and video editing.

EDUCATION

Game Design and Development   2021 - Present
Universidad Rey juan Carlos

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

Game Design - Erasmus (**English**)   Sept. 2023 - Febr. 2024
Instituto Politécnico de Bragança

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

SKILLS

C# (Intermediate) · C++ (Intermediate) · SQL (Intermediate) · JavaScript (Intermediate) · Python (Basic) · Java (Basic)

Unity (Intermediate) · MongoDB (Intermediate) · 3Ds Max (Intermediate) · Blender (Intermediate) · Premiere Pro (Basic) · Photoshop (Basic)