

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

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, 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, 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)