



ÀLEX VICENTE CARPIO

Multimedia Engineer . Mention in Videogames

SKILLS

Software

Unity	<div><div></div></div>
Unreal	<div><div></div></div>
VS Code	<div><div></div></div>
Git	<div><div></div></div>
Matlab	<div><div></div></div>
3D Max	<div><div></div></div>
Photoshop	<div><div></div></div>

Computer language

C#	<div><div></div></div>
C++	<div><div></div></div>
Java	<div><div></div></div>
JS / TS	<div><div></div></div>

Personal

Teamwork	<div><div></div></div>
Discipline	<div><div></div></div>
Patience	<div><div></div></div>

CONTACT

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github.com/avicarpio

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ABOUT ME

Multimedia Engineer - Mention in Videogames studied at the University of La Salle BCN.

The role that I like the most of video games and computer science, is being a programmer. I have programmed in almost all languages and done projects in C, C#, C++, Java, Javascript, Python, MySQL, PHP, Matlab...

I'm a very motivated person to learn new things and I love to face new challenges in every project I do, in order to be always investigating and achieve the goals I set myself, no matter how difficult they may seem at first.

EXPERIENCE

01/2021	FULL STACK & UNITY DEVELOPER <i>/ Watchity</i>
11/2019 to 07/2021	RETAIL VENDOR <i>/ Second Company Terrassa</i>

EDUCATION

2016 to 2021	DEGREE IN MULTIMEDIA ENGINEERING MINOR IN VIDEOGAMES <i>/ La Salle BCN</i>
2014 to 2016	TECHNOLOGY HIGH SCHOOL <i>/ Stucum Centre d'Estudis</i>

INTERESTS



Videogames



Movies



Photography



Books