

# Alejandro Boix Pérez



## Programmer (Unity)

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<https://bo1x.github.io/Portfolio/>

<https://github.com/bo1x>

<https://bo1x.itch.io/>

## About Me

I am passionate about technology and video games, with experience in developing interactive applications, video games, and visual experiences. I specialize in programming with C# in Unity and also have knowledge of web technologies.

## Work Experience

### Video Game and Programming Instructor

Algoritmics School Valencia | Sept-2025 - Present

- Teach video game design and development with Unity and Roblox Studio, including applied robotics.
- Teach programming from scratch, covering Python and programming fundamentals.

### Video Game Programmer

Neurorehabilitation and Brain Research Group | Oct 2024 - Mar 2025

- Developed mini-games in Unity for the MMO project LEVEL-UP (rehabilitation of people with brain injuries).
- Implemented mechanics to evaluate reaction time and object identification (silhouettes, colors, and shapes).

### Junior Web Programmer

C-TEC Control Technologies Ltd | Mar 2021 - Jan 2023

- Gained experience in web technologies such as PHP and JavaScript for web development.

## Academic Background

### Florida Universitaria | 2021-2025

Bachelor's Degree in Video Game Design and Interactive Experiences

### Tame Centro de formación | 2019-2021

Higher Degree in Cross-Platform Application Development

### Tame Centro de formación | 2017-2019

Intermediate Degree in Microcomputer Systems and Network Administration

## Skills

- Languages: C# (Unity), Python
- Game Dev: 2D & 3D
- Focus: Gameplay, UI, Mechanics
- Projects: Mobile & Cross-platform

## Certifications

### Unity Junior Programmer

Unity Software Inc.

### Unity Virtual Reality Development

Unity Software Inc.

### Unity Multiplayer Developer

GameDev.tv

### Unity 2D & 3D development

GameDev.tv

## Languages

**Spanish:** Native

**English:** B2

## Softwares

- Unity
- Unreal Engine
- Godot
- PyCharm
- Visual Studio/Code
- Aseprite
- Blender
- Git (Github Desktop/Fork)