

Alejandro Boix Pérez



Programmer (Unity)

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

+34 601-40-45-23

alejandroboixperez@gmail.com

Valencia, Spain

<https://www.linkedin.com/in/boixdev/>

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

<https://github.com/bo1x>

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

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)