BORJA GARCÍA RODRÍGUEZ

Videogame and software designer and programmer

Graduated in Videogame Design and Development from Camilo José Cela University.
My specialty is video game programming and design, and I can also work in other fields such as modeling, animation, and sound design.
Experience in database design, processing, and exploitation.
Experience with Agile development philosophies.

SKILLS

Adaptability and flexibility.
Proactivity.
Teamwork skills.
Problem-solving.
Leadership skills.

LANGUAGES

Spanish - Native
English - Advanced

CONTACT

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✉ borjagr22@gmail.com

in borjagarciagamedev

 github.com/borjita22/Borja-Garcia-Dev

🌐 https://borchdev.vercel.app/

EDUCATION

2025: Master's Degree in Artificial Intelligence and Video Game Development
CEI - Center for Innovation, Design and Marketing Studies

2023 - 2024: Master's Degree in Big Data Analysis for Business
Alfonso X El Sabio University

2019 - 2023: Degree in Video Game Design and Development, Specializing in Programming
ESNE Madrid / UDIT - Camilo José Cela University

2019 - 2022: Higher national diploma (HND)
ESNE Asturias / UDIT

2016 - 2019: School of Computer Engineering
University of Oviedo

WORK EXPERIENCE

07/23 - nowadays: Lead programmer at Outlander Games
Game mechanics programming.
Department workflow management.

10/24 - 02/25: Virtual Zone Madrid manager.
Venue and equipment management.

09/23 - 10/24: Gaming room technician at Virtual Zone Madrid.
Monitoring and correcting errors during local multiplayer games held in the gaming room.

08/24 - 01/25: Software programming instructor at Coding Giants.
Programming and video game development classes for children ages 6 to 18.

11/23 - 06/23: Intern in the Technology Department at ESNE/UDIT, University of Design and Technology.
Development of applications and programs using artificial intelligence and computer vision techniques.

09/20 - 07/22: Private programming instructor at Small Dream: Coworking for kids.

SKILLS
Techniques
Programming Languages

C#	C++	HTML CSS	Python	R	JS	PHP
6 years	1 year	2 years	1 year	1 year	2 years	1 year

Programs, environments and frameworks

Unity	Unreal Engine	Blender	Adobe		React
5 years	1 year	2 years	3 years	2 years	1 year