IGNACIO MOLINA CASAUS

SOFTWARE ENGINEER

PERSONAL PROFILE

Passionate software engineer with a focus on creating immersive, interactive experiences. Experienced in both front-end and game development, with a consistent drive to bring ideas to life through code.

CONTACT

- Madrid, Spain
- molinanacho33@gmail.com
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- darsay.itch.io

EDUCATION

Rey Juan Carlos University
Videogame Designs and Development degree

Level Up
- Advanced C++ and Unreal Engine game programmin
- Advanced Mobile video game programming with Unity

Ironhack
Fullstack web development bootcamp

C1 Cambridge English title

CORE COMPETENCIES

- **Proficient in C++ and C#.**
- **Web Development:** HTML, CSS, and JavaScript with hands-on experience in the **MERN stack** (MongoDB, Express.js, React, Node.js).
- **Game Engines:** experienced in Unity and Unreal.
- **Graphics Programming:** Skilled in OpenGL, SDL2, and Three.js.
- **Version Control:** Proficient with Git and SVN.
- **Development Methodologies:** Familiar with Scrum and Agile**.**
- Strong foundation in **3D Mathematics** and **Physics Simulations.**

WORK EXPERIENCE

Merkur Dosniha - Software Engineer - C++   SEP 2024 - NOW
- **Participated in full-cycle slot game development** from scratch to final release.
- **Created and maintained** core systems within the proprietary engine.
- **Improved performance** and stability by fixing critical bugs.

Universidad Europea - Content Creator   MAY 2024 - JAN 2025
- **Designed and structured educational slides** aligned with the course syllabus.
- **Recorded instructional videos** covering game development concepts.
- **Created exercises and exams** to assess student understanding and progress.

Netspot - Multiplayer Game Developer   MAY 2023 - AUG 2024
- **Prototyped a real-time multiplayer game** with an **authoritative server built in GO** and a **Unity client** for browser-based play.
- **Developed the entire** game from scratch, including **core mechanics, user interactions,** and **server-client communication.**

SpikaTech - Unity Developer   AUG 2022 - MAY 2023
- Worked on **VR-Cardio**, a medical tool used for **pre-surgical cardiac planning in virtual reality**.
- **Refactored** the entire project to enable **real-time multi-user online sessions** across different platforms.
- **Developed custom shaders** and modified the **render pipeline** to efficiently display complex medical data.

Welme - Unity Developer   MAR 2022 - JUN 2022
- **Developed** various **VR interactions** and **mini-games** within a metaverse environment.
- **Implemented real-time multiplayer features** using Mirror and company APIs.

5th Element Gaming - Unity Developer   OCT 2021 - JAN 2022
- **Designed the game's architecture** and **developed the core gameplay** loop from scratch.
- **Collaborated closely with the design team to create tools** that streamlined the level-building process.