



IGNACIO MOLINA CASAUS

SOFTWARE ENGINEER

PERSONAL PROFILE

Passionate developer with experience developing games, VR experiences, and real time multiplayer experiences. I love participating in gamejams!

CONTACT



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[ignacio-molina-gamedev](https://www.linkedin.com/in/ignacio-molina-gamedev)



darsay.itch.io



ignaciomolinadev.es



<https://github.com/darsay>

EDUCATION

Rey Juan Carlos University

Videogame Designs and
Development degree

Level Up

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

Ironhack

Fullstack web development
bootcamp

C1 Cambridge English title

CORE COMPETENCIES

- C++ and C# Proficiency
- HTML, CSS and JavaScript.
- Experience in Game Engines like Unity and Unreal.
- Multiplayer Development.
- MERN: MongoDB, Express.js, React, Node.js,
- VR Development.
- Graphics libraries like OpenGL or SDL2.
- SOLID and Design patterns.
- Scrum and AGILE methodologies.

WORK EXPERIENCE

Merkur Dosniha - C++ Software Engineer

SEP 2024 - NOW

- Development of new features and bug fixing from the company's own engine.

Universidad Europea - Educational Content Creator

MAY 2024 - NOW

- Creation of Educational Content for a videogame master's degree.

Netspot - Multiplayer Game Developer

MAY 2023 - AUGUST 2023

- Multiplayer Gameplay Development in Unity.
- Authoritative server Development in GO

SpikaTech - Unity Developer

AUGUST 2022 - MAY 2023

- Adapt project to have multiuser netcoding features
- VR and stereographic 3D features development.
- Connecting various builds using IPC and multithreading

Welme - Unity Developer

MARCH 2022 - JUNE 2022

- Developing VR features and interactions in a metaverse.
- Developing networking features using Mirror and the company APIs.

5th Element Gaming - Unity Developer

OCTOBER 2021 - JANUARY 2022

- Core Gameplay implementation.
- Developing tools for the design team.