



IGNACIO MOLINA CASAUS

VIDEOGAME PROGRAMMER

PERSONAL PROFILE

Gaming is my passion since I was born, so I decided to dedicate myself to help make this industry better and keep learning about myself and my passion on this journey.

CONTACT



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darsay.itch.io

EDUCATION

Rey Juan Carlos University
Videogame Designs and
Development degree

SKILLS

- Experience developing games for Game Jams.
- Fluent English due to a 2 months scholarship in U.S.A.
- Always open to learn new concepts and technologies.
- Comfortable working with a multidisciplinary team.

CORE COMPETENCIES

- Active experience in Unity and C#
- Comfortable with Java, Python and C++
- C1 Advanced level certified by Cambridge
- Basic knowledge of Unreal Engine, Javascript, Html, Css and Phaser Framework.
- Knowledge of SQL and data management technologies.
- Experience in Scrum and project management tools like Trello and HacknPlan.
- Knowledge of game programming patterns.
- Experience working with SOLID principles.

WORK EXPERIENCE

5th Element Gaming - Unity Developer

OCTOBER 2021 - FEBRUARY 2022

- Core Gameplay implementation
- Code Structure Design
- Developing tools for the design team