




# IGNACIO MOLINA CASSAUS

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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 [ignaciomolinedev.studio](https://ignaciomolinedev.studio)

## 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. and C1 Advanced level certified by Cambridge
- 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++
- Basic knowledge in Unreal Engine, Javascript, Html, Css and Phaser Framework.
- Experience in VR technologies like OpenXR.
- Knowledge in SQL and data management technologies.
- Experience in Scrum and project management tools like Trello and HacknPlan.
- Knowledge in game programming patterns.
- Experience working with SOLID principles.
- Artificial Intelligence Algorithms.

## WORK EXPERIENCE

### 5th Element Gaming - Unity Developer

OCTOBER 2021 - JANUARY 2022

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

### Welme - Unity VR Developer

MARCH 2022 - NOW

- Developing VR minigames and objects interactions.