Ignacio Molina Casaus, Unity Developer

Madrid, Spain, 648508386, molinanacho33@gmail.com

LINKS

LinkedIn, GitHub, Itch, Personal Website

PROFILE

Passionate videogame developer with almost two years of experience in mobile games and VR experiences. I also love participating in Game Jams and learning new technologies whenever possible.

EMPLOYMENT HISTORY

May 2023 – Aug 2023

Full-Stack Multiplayer Developer, Netspot

In Netspot, prototyped a game client using Unity and its backend in Go. I've also implemented APIs for in game payments.

Aug 2022 – May 2023

Unity VR Developer, Spikatech

While in Spikatech, I adapted an entire offline project to have multi-user features. I also improved some of its VR features, added a holographic rendering, and improved its visualization developing shaders and post processes.

Mar 2022 – Jun 2022

Unity VR Developer, Welme

I developed VR interactions between users and the enviroment such as minigames or vehicles and developed the first multi-user features of the metaverse being developed using Mirror and calling to the project's inner API.

Oct 2021 – Jan 2022

Unity Mobile Game Developer, 5th Element Gaming

In 5th Element Gaming, I implemented the core gameplay mechanics of a mobile game, designed the project's architecture, and developed tools for the design team to build levels with a guide to use it properly.

EDUCATION

Sept 2018 – Jun 2023

Videogame Design and Development, King Juan Carlos University

GPA: 8

Jun 2022 – Oct 2022

Level Up Game Dev Hub, Advanced Unity Mobile Development Bootcamp

SKILLS

Unity, C#, C++, Unreal Engine, Graphics Git, Shaders, Multiplayer Development, SOLID, Design Patterns, VR, Unity Gaming Services,

LANGUAGES

Spanish – Native

English – C1 Level