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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- 648 50 83 86
- ignacio-molina-gamedev
- darsay.itch.io
- ignaciomolinadev.studio
- https://github.com/darsay

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.
- Confortable working with a multidisciplinary team.

CORE COMPETENCIES

- Active experience in Unity and C#
- Confortable with C++, Python and Java
- Experience in VR technologies like OpenXR.
- Basic knowledge in Unreal Engine and graphics libraries like OpenGL or SDL2.
- Basic knowledge in HTML, CSS and JavaScript.
- Knowledge in SQL and data management technologies.
- Experience in Scrum and AGILE methodologies.
- Knowledge in design patterns and Clean Code.
- Artificial Intelligence Algorithms.

WORK EXPERIENCE

Welme - Unity Developer
MARCH 2022 - JUNE 2022

- Developing VR interactions between the user and the virtual environment.
- Using inner APIs and developing networking features using Mirror.

5th Element Gaming - Unity Developer
OCTOBER 2021 - JANUARY 2022

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