

ENRIQUE VAL ASENSIO

GAME PROGRAMMER ☎ 663455952

◦ SKILLS ◦

Java MySQL

C REST-ful

C# SpringBoot

C++ Scrum

Unreal Unity

HTML5 CSS

◦ SOFT SKILLS ◦

Communication

Teamwork

Adaptation to new working environments

Learning new skills

◦ IDIOMAS ◦

Spanish: *Native*

English: *Native*

French: *Intermediate*

◦ HOBBIES ◦

Videogames • Sports

• Movies • TV Shows

◦ PERSONAL INFO ◦



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PROFESSIONAL PROFILE

Recent Computer Engineer and Business Administration graduate from the Universidad Politécnica de Madrid (Spain), currently studying a master's degree in Game Programming. Committed to learning and developing new skills. Superior performance in both autonomous and collaborative environments, being very communicative with any team. Great experience working with others and even leading teams of up to twenty members.



WORK EXPERIENCE

Waiter in Vino's Café, Ireland

September 2015 — December 2015

- Providing top-quality customer service, greeting and accommodating the needs of customers from all over the world, making use of all the languages I know (English, Spanish and French).

E-Sports semi-professional

June 2013 — August 2018

- Competed in Team Fortress 2 from 2013 until 2016, leading many teams that would win the European and Worldwide league.
- Competed in Overwatch from 2016 until 2018, playing in high-level teams and leading some other lower-level teams.
- Very communicative with the team, assuring a collaborative environment.

High-School and University Tutor

- Teaching students from a wide range of backgrounds and levels, instructing several subjects like Maths, Spanish, English, French, Programming...

Software Engineer Intern for Ford Credit

February 2023 — June 2023

- Software developing based on back-end microservices using technologies such as Java and SpringBoot as framework, as well as other software environments such as PCF, Gradle, Jenkins and RabbitMQ.
- Great experience making use of Agile methodologies for software projects using the Rally tool. Use of online repositories Git + GitHub.

Making games in Unity and Unreal Engine

- Solo-developed an educational "rogue-like" game and its marketing plan as the end of degree project, obtaining a grade of 10 (out of 10).
- Currently developing a coop game called "Aard and Wyz" with a team of more than twenty people as the end of master's degree project.



FORMACIÓN

High-School, Colegio Salesiano Ramón Izquierdo, Badajoz (Spain)

2013 — 2018

Specialized in Science and Technologies, obtaining an average grade of 10 (out of 10) on the last year.

Computer Engineer and Business Administration graduate from the Universidad Politécnica de Madrid (Spain)

2018 — 2023

Game Programming Master's Degree, Universidad Complutense de Madrid (Spain)

2023 — July 2024



COURSES

Microsoft Office Specialist in Microsoft Excel, PowerPoint and Word

Unity Learning Course

Unreal Engine 5 C++ Developer

Game Design Learning Course (currently coursing)

Project Manager (currently coursing)