ENRIQUE VAL ASENSIO

GAME PROGRAMMER 📞 663455952

○ HARD SKILLS ○

Java	RDBMS
C#	REST-ful
C++	Unity
Unreal	Shaders
HTML5	CSS
Git+GitHub	Scrum

○ SOFT SKILLS ○

Communication

Teamwork

Adaptability

Leadership

Learning new skills

○ LANGUAGES ○

Spanish: *Native*

English: *Native*

French: *Intermediate*

○ HOBBIES ○

Videogames · Sports

· Movies · TV Shows

○ PERSONAL INFO ○

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in https://www.linkedin.com/in/enrique-val-asensio-868226237/

👤 PROFESSIONAL PROFILE

Recent Computer Engineer and Business Administration (Double Degree) graduate from Universidad Politécnica de Madrid (Spain), currently finishing 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.

💼 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 and Overwatch, leading many teams from a young age, winning national and some international competitions.
● Very communicative with the team, assuring a collaborative environment.

Software Engineer Intern for Ford Credit
February 2023 — June 2023

● Software developing based on back-end microservices using 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 my Bachelor's Thesis for both degrees, obtaining a grade of 10 (out of 10).

● Currently developing a coop game called "*Aard and Wyzz*" with a team of more than twenty people as the Master's Degree Thesis project. Working on AI, gameplay, shaders, UI, SFX and VFX.

● Currently developing a puzzle platformer indie game called "*Pathogenesis*". Working on AI, gameplay systems, shaders, UI and SFX.

🎓 EDUCATION

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.

Double Degree in Computer Engineer and Business Administration, *Universidad Politécnica de Madrid (Spain)*
2018 — 2023

Game Programming Master's Degree, Universidad Complutense de Madrid (Spain)
2023 — September 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)