

JAVIER GÓMEZ GONZÁLEZ

Barcelona, España

Email: javigg011205@gmail.com

[GitHub: github.com/javiergg14](https://github.com/javiergg14)

[LinkedIn: linkedin.com/in/javier-g%C3%B3mez-gonz%C3%A1lez-98b409303](https://www.linkedin.com/in/javier-g%C3%B3mez-gonz%C3%A1lez-98b409303)

[Portfolio: javiergg14.github.io](https://javiergg14.github.io)

PROFESSIONAL SUMMARY

Results-driven game developer with expertise in **C++**, **Unity**, and **scripting**. Passionate about creating immersive gaming experiences by implementing innovative **game mechanics** and interactive storytelling. Strong ability to collaborate within **cross-functional teams**, ensuring seamless communication between programmers, designers, and artists. Detail-oriented, problem-solver, and dedicated to continuous learning and improvement.

EDUCATION

Bachelor's Degree in Video Game Development (*Ongoing, Second Year*)

Centre de la Imatge i la Tecnologia Multimèdia (CITM), Universitat Politècnica de Catalunya (UPC) Barcelona, Spain.

Relevant coursework: **Game Programming, AI for Games, Game Design, Interactive Storytelling**

TECHNICAL SKILLS

- **Programming Languages:** C++, CSS, Python (basic)
- **Game Engines:** Unity, Unreal Engine (basic)
- **Development Tools:** Scripting, Game Mechanics Programming, Version Control (Git)
- **AI & Gameplay:** NPC Behavior Scripting, Physics-Based Mechanics

PROJECTS

Macca (Tower of Glory) – Controls Programmer

- Designed and implemented **responsive player movement** and control systems for an immersive experience.
- Developed **input handling logic**, ensuring fluid gameplay interactions across multiple platforms.
- Optimized gameplay mechanics to enhance player experience and minimize performance issues.
- Worked in a **multidisciplinary team**, effectively communicating technical aspects to non-programmers.
- Applied **problem-solving techniques** to debug and refine game mechanics.

LANGUAGES

- **Spanish:** Native/Advanced
- **English:** Intermediate (Technical Reading & Writing Proficiency)

ADDITIONAL INFORMATION

- Strong **teamwork**, **adaptability**, and **problem-solving** skills.
- Passionate about **narrative-driven game experiences** and **mechanics programming**.
- Actively contributing to projects on **GitHub** and developing new **game prototypes**.
- Enthusiastic about emerging trends in **game AI** and **procedural content generation**.