

 in Javier Izquierdo Vicedo

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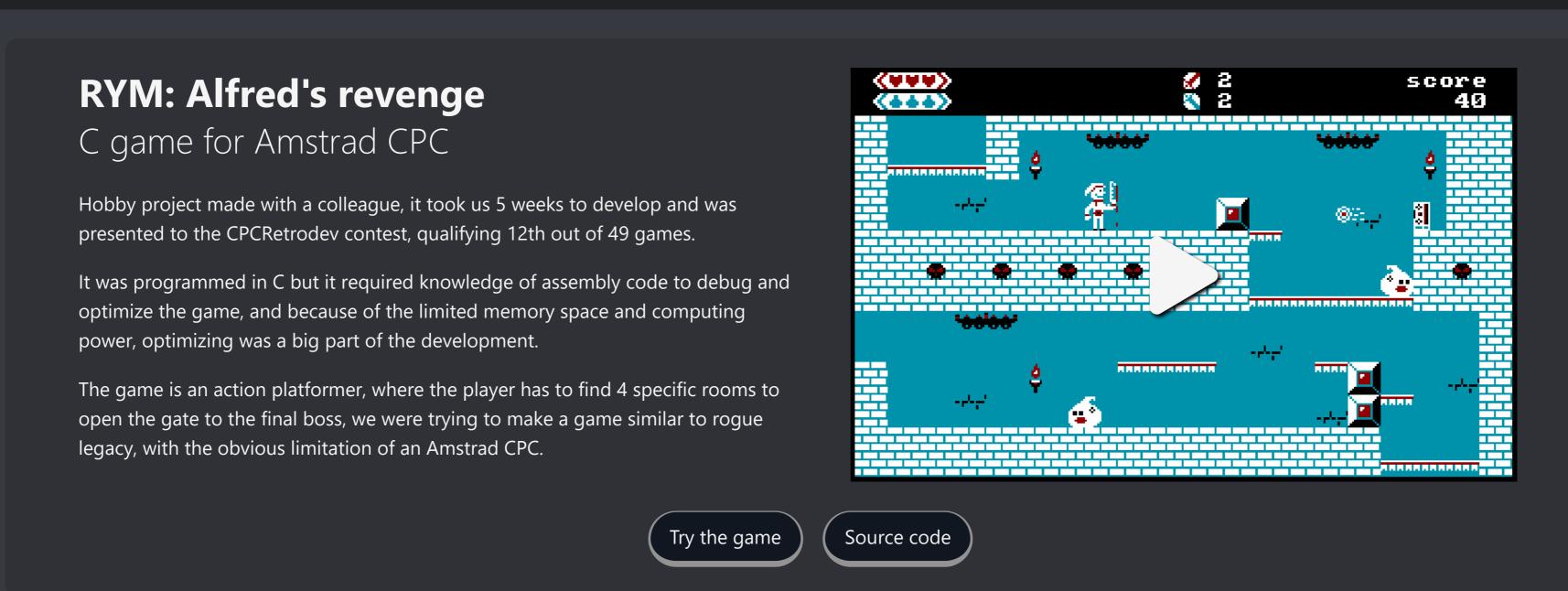
About Myself

Programming and videogames are my biggest passions, why not mix them?

As a brief summary, I have just finished my degree in multimedia engineering at Universidad de Alicante in Spain, and I'm really looking forward to starting my career as a game developer, over my years in college I have developed a few small games and prototypes, mainly as a programmer in C/C++ and Assembly Language, and I have also had a little experience in Unity and UE4.

I have always loved to learn new things and I have never been afraid to take on new projects and challenges. Because of that, aside from game programming I have some experience in web development, image and video editing, animation, music, community management and 3d modeling. Having learned such many different things has thought me how to learn better and faster allowing me to learn even more.

Game Programming Portfolio



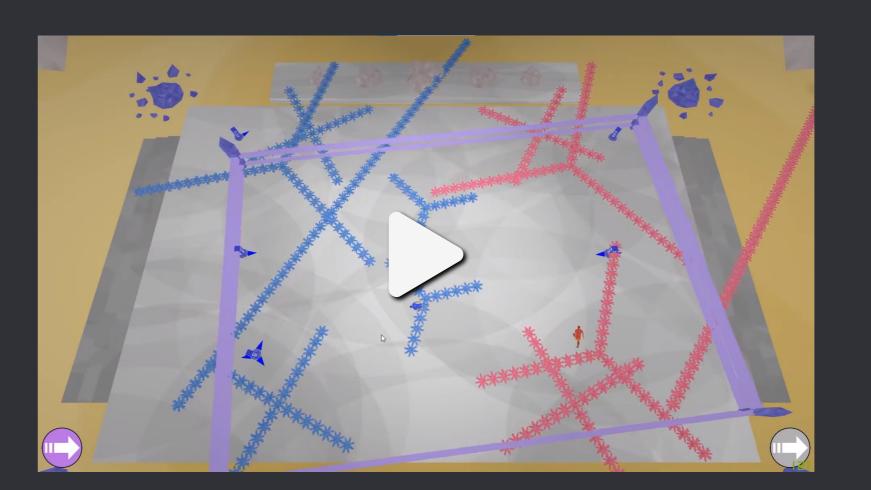
Illyria

C++ Game for PC

University project made with 5 other colleagues, programmed exclusively with C++ and OpenGL

For this game, I was significantly involved in Game engine structure(ECS), physics and collision systems, AI with behavior trees, a small tool for map creation, and other gameplay-related stuff I was also in charge of the character art, animations, game design, branding, video editor, and social networks.

The game is a 1 vs 1 arena action competitive game, similar to laser league, you'll have to kill the opponent by activating the traps scattered through the arena.



Try the game

Ratones y mazmorras

Assembly game for Amstrad CPC

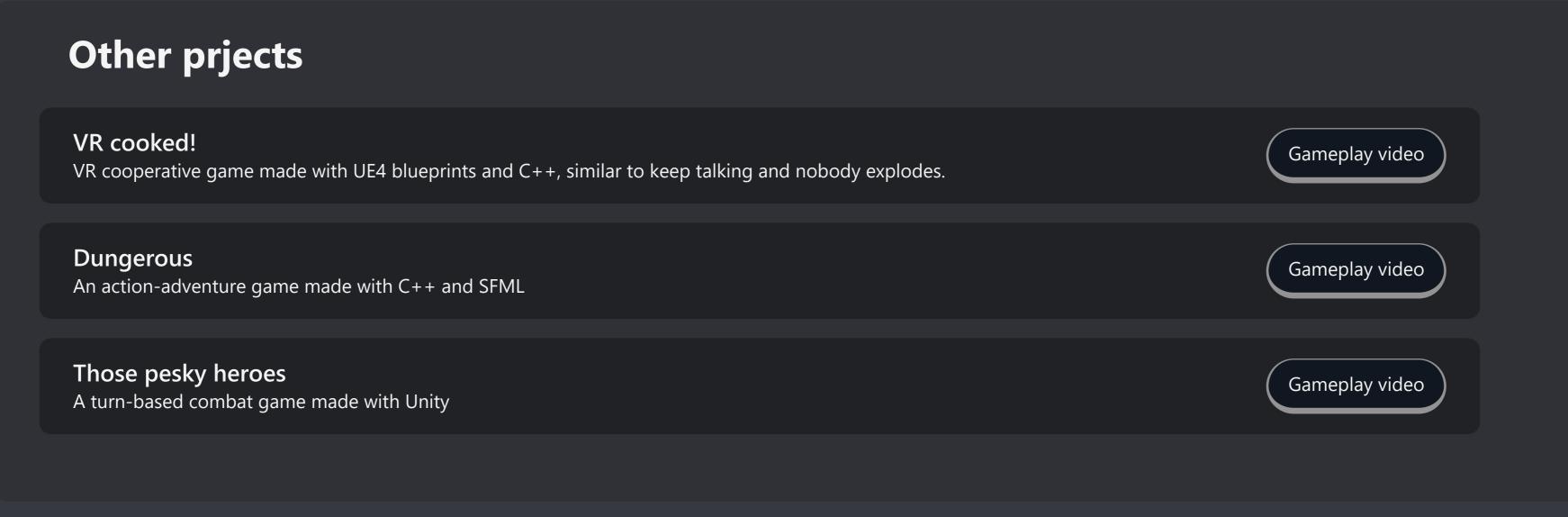
University project made with 2 other colleagues, it took us 5 weeks to develop and was presented to the CPCRetrodev contest, qualifying 8th out of 35 games.

For this game, I was significantly involved in Artificial intelligence, movement and collision systems, and gameplay programming. I was also in charge of the game design, music, and sound effects.

The game is a maze action game, where the player has to get the keys to open the

door and advance to the next level, we wanted to make something similar to Pacman, but with a level-based design.





Experience And Studies



Skills

Dacom informatica

June 2016 - August 2016

I worked here building and reparing

Technical Service

computers.

Julian Kenca

2 months

Video editor/graphic designer

Julian is a photographer and videographer, I helped

him with his branding and video editing

June 2017 - August 2017

Others

Activawords

2 months

2d video animation

June 2021 - August 2021

I was here as an Intern making 2d animations for

videos aimed at teach the spanish language

