

**J** +34 674 410 029

in Javier Izquierdo Vicedo

**ê** Resume pdf

### **About me**

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

I love low-level programming and understanding the deepest parts of the code I write, but overall I love learning. I still have a long way to go with my skills, but I'm really passionate about it and willing to keep moving forward in my career as a game developer.

I'm a fast learner, really patient, and great at working with others. those skills have allowed me and my colleagues to make a couple of games for Amstrad CPC and a C++ game with our own engine. I'm also a very logical and analytic person, and a hard worker (considering programming was a job for me :P).

#### **Projects**

### **RYM: Alfred's revenge**

C game for Amstrad CPC

Hobby project made with a colleague, it took us 5 weeks to develop and was presented to the CPCRetrodev contest, qualifying 12th out of 49 games.

It was programmed in C but it required knowledge of assembly code to debug and optimize the game, and because of the limited memory space and computing power, optimizing was a big part of the development.

The game is an action platformer, where the player has to find 4 specific rooms to open the gate to the final boss, we were trying to make a game similar to rogue legacy, with the obvious limitation of an Amstrad CPC.



Try the game

Source code

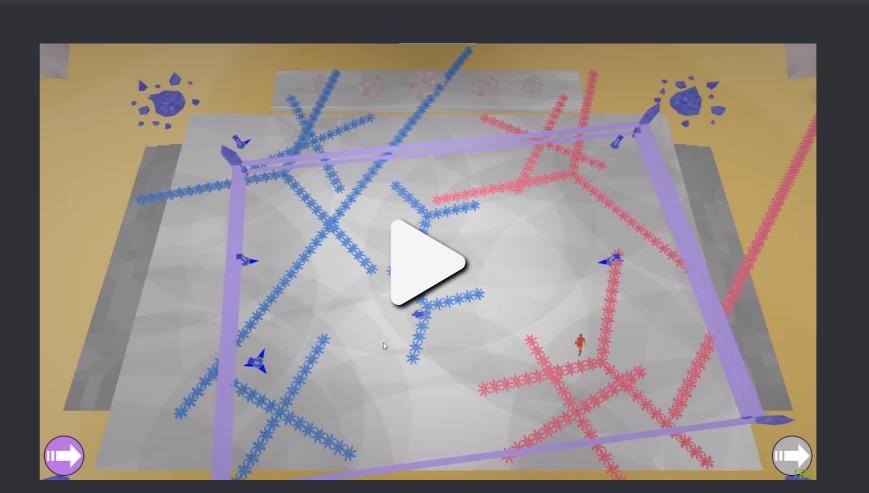
## Illyria

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, Al 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.



Try the game

# Other prjects

VR cooked! VR cooperative game made with UE4, similar to keep talking and nobody explodes. Gameplay video

Dungerous

An action-adventure game made with C++ and SFML

Gameplay video

Those pesky heroes A turn-based combat game made with Unity Gameplay video

Skills



Assembly code JavaScript Matlab Java

## **Videogame Technologies**

Irrlicht 3D SFML **Unreal Egine** Unity 3D OpenGL

## **Video Games Concepts**

Game Engine Architecture and internals Physics/Collisions Al for Games Real-time rendering

# **Attitude**

Team wroker Curious Patient Open-minded Hard worker Persevering Love to learn

## Others

