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in Javier Izquierdo Vicedo

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About Myself

I have a degree on multimedia engineering, have been the team leader and programmer in 4 small games using Assembly code, C and C++. I have also worked alone on prototypes in unity and unreal. Aside from game programming I also have a little experience in web development, photo and video editing, game and level design and 3D modeling and animation.

I have always loved to learn new things and I have never been afraid to take on new projects and challenges. That has helped me develop my learning abilities, making it easier for me to adapt to new environments and quickly get comfortable with the tools I use.

When facing new challenges, my approach is to solve it in the simplest way possible, while keeping the solution as organic and as clear as possible, to be able to easily iterate over it if needed. When making new stuff, I always like to really understand what I'm doing and why am I doing it, it's not enough for me to just make something work, I want to be able to do it again and improve on it, even if years have passed since the first time I implemented it.

Game Programming Portfolio

Try the game



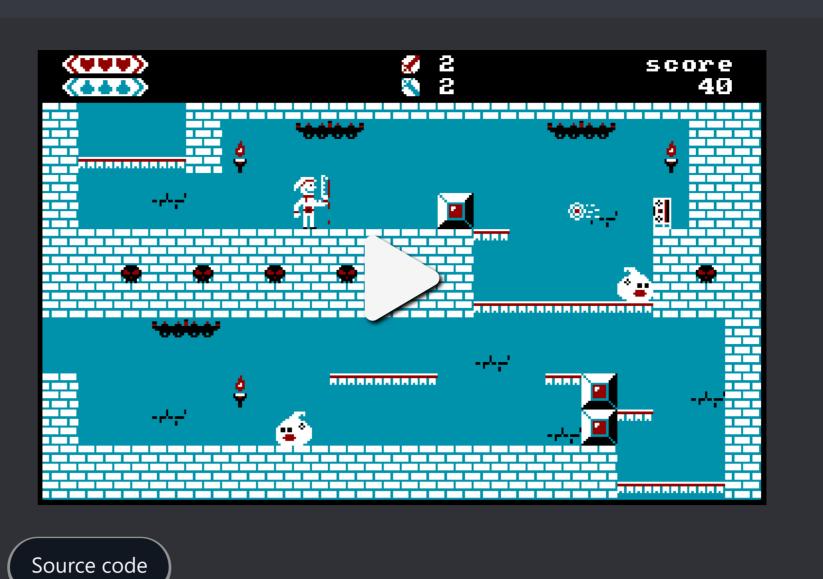
C game for Amstrad CPC

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.



game programmer

14/06/1998

Illyria

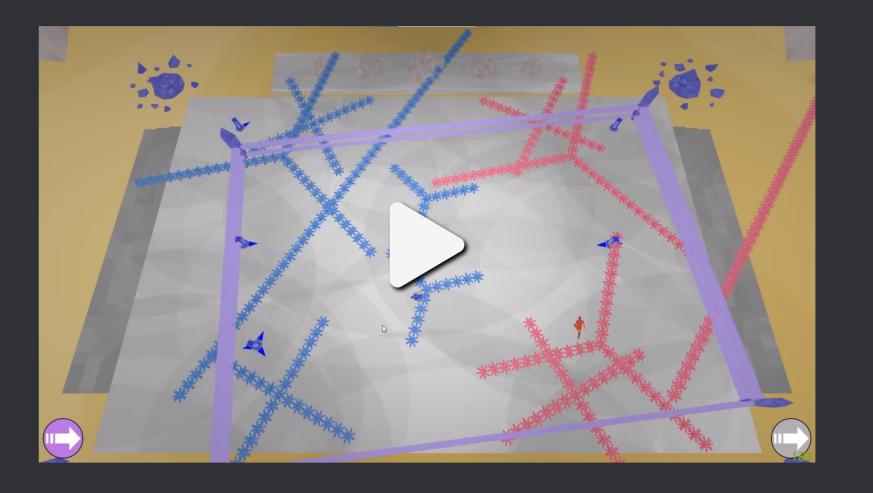
juritobi@gmail.com

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

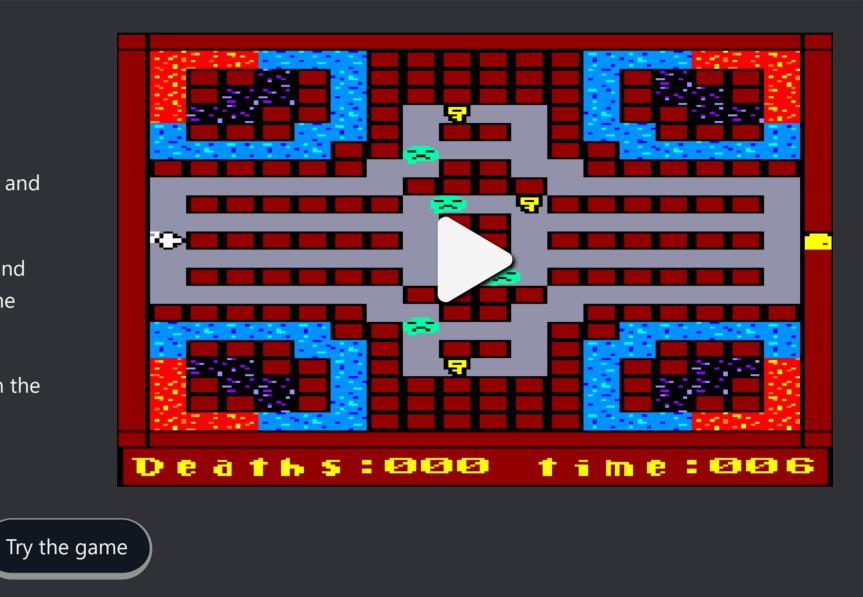
Ratones y mazmorras

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.





Dungerous

VR cooked! VR cooperative game made with UE4 blueprints and C++, similar to keep talking and nobody explodes.

Gameplay video

Gameplay video

Gameplay video

An action-adventure game made with C++ and SFML Those pesky heroes

A turn-based combat game made with Unity

Experience And Studies



Game developer

Crunch Games September 2019 - October 2020

Crunch Games is a group of college colleagues with whom I've developed most of my games. We are a total of 6 memebers and with them I have developed Dungerous, Ratones y Mazmorras, RYM: Alfreds revenge and Illyria.

See Proyects

Full-stack Developer

Super Kids

May 1019 - September 2021

Superkids is a Web app with Gamified tests to detect possible learning disorders in the early stages of development. I worked on it as a freelance and I developed the whole app wich is now being used by several schools in Spain

app to help clients keep track of their diet and what they are etaing

June 2018 - August 2018

Diva's is weigh loss center and I

developed their website and a mobile

Diva's

Vicedo Inmobiliaria June 2020 - August 2020 Vicedo Inmobiliaria is a Real estate agency and I helped develop their

website

See Proyect

See Website

Studies

Undegraduate degree in Multimedia engenieering Universidad de Alicante, Spain September 2016 - September 2021

See Proyect

the degree is amied at producing professionals capable of leading new proyects in the world of Multimedia, wether in the videogames sector or in web development.

More about the degree

Others

Activawords 2d video animation

June 2021 - August 2021 I was here as an Intern making 2d animations for

videos aimed at teach the spanish language

Julian Kenca

Video editor/graphic designer June 2017 - August 2017 2 months

Julian is a photographer and videographer, I helped

I worked here building and reparing computers.

Dacom informatica

June 2016 - August 2016

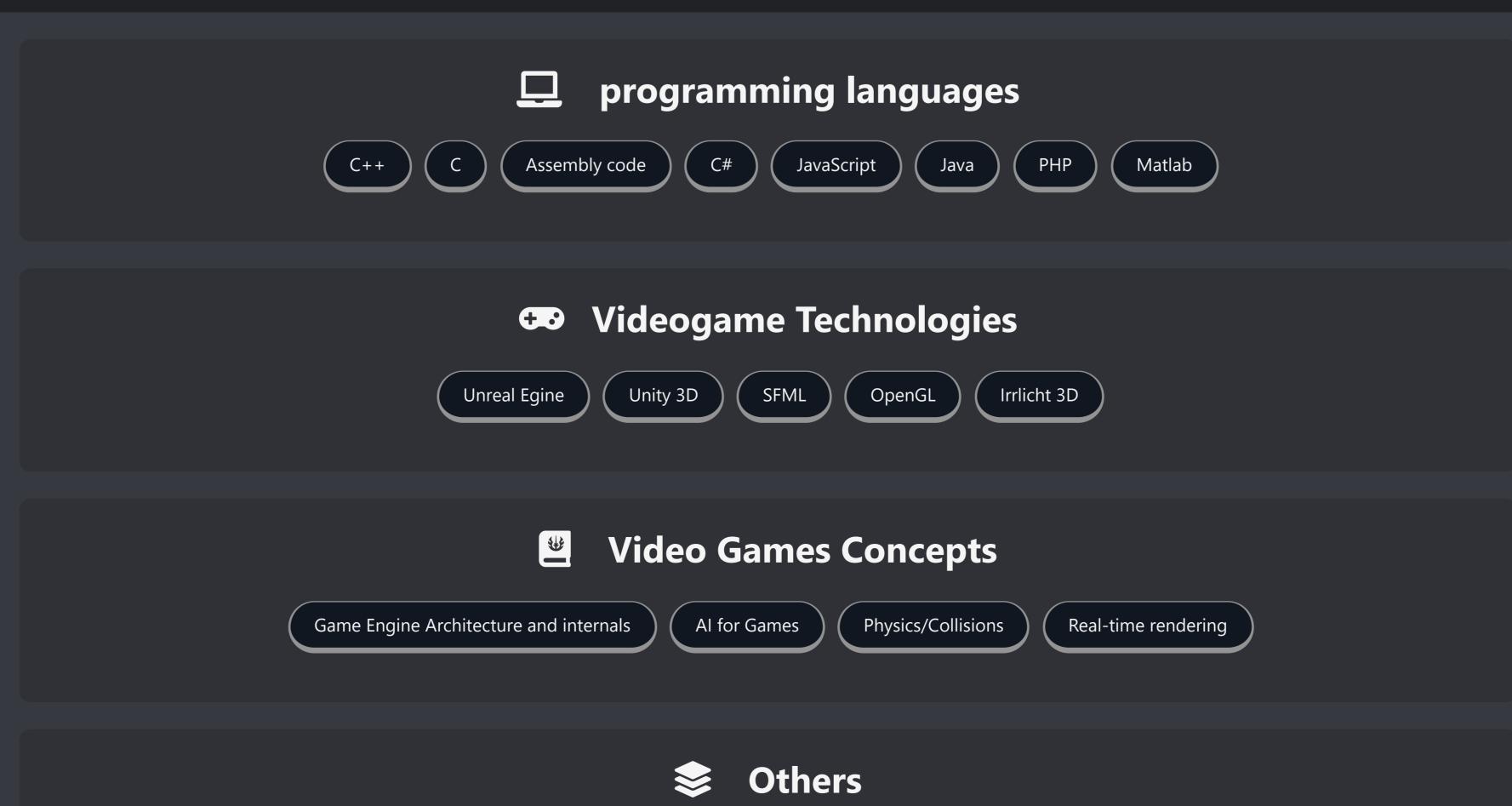
Photoshop

Illustrator

Technical Service

Skills

him with his branding and video editing



Bootstrap

After Effects

3DS Max

Arkos Tracker

Audacity