

**About Myself** 

Dungerous

Those pesky heroes

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

A turn-based combat game made with Unity

**J** +34 674 410 029

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

in Javier Izquierdo Vicedo

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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**



## **Experience And Studies**

Gameplay video

Gameplay video





