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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.

Solution Game Programming Portfolio





