Javier Camacho
Versatile Game Developer

📧 fjaviercamacholopez@gmail.com | 💻 https://github.com/delunado | 🎮 https://delunado.itch.io/ | 🐻 https://www.linkedin.com/in/javi-camacho/

Experience on Companies

💀 Main Programmer (Unity) August 2021 - Present
Dead Pixel Tales

Main Programmer and Technical Manager of the team. Released games for PC & Switch (*Stick to the Plan*). Unity / C# / Gameplay, Systems, Tools, Porting Programmer for +300k downloads, awarded games.

C#, Unity, Architecture Design, Gameplay, Tooling, Technical Decisions

🥽 VR Game Programmer (Unity) November 2022 – September 2023
Odders Lab

Game Programmer focused on VR games, played by 1~ million people on different platforms. Working in a team of 13. Fixing bugs, implementing new features in online games. Porting to new platforms (PS5, HTC Vive Pro)

C#, Unity, Photon, Multiplayer, Architecture, Mob programming, Porting

Experience on Personal Projects

⛏️ GroundBreaker – Incremental Game May 2022 – July 2022

Improving my Unity/C# and Game Development skills by developing an incremental/roguelite PC game in one month. +10k downloads, pretty good reviews.

https://delunado.itch.io/groundbreaker

🧠 [Degree Final Project] LIA – AI Library for Unity 2022

University Final Project. Created an AI game industry techniques taxonomy and developed a Unity library with 4 different techniques ready to use: Steering Behaviors, Pathfinding, State Machine and Real Time NPC chat with GPT3. Qualified with a 9.75 / 10 and Honors.

🎲 Randomify 2020 - 2021

Implemented and published a tool solution for working with weighted randomization on Unity. Helped me to go deeper on Unity packages, tooling, and editor programming.

Randomify Asset Store

Extra Information

- ► **Languages**:
  - ○ **Spanish** (native).
  - ○ **English** (C1)

- ► **Gamedev Events Organizer**:
  - ○ **Organizer** of the 5 biggest game jams in Spain (900~ participants).
  - ○ **Director** of *Spain Game Devs*, biggest gamedev community in Spain, with +1400 members.

- ► I love **Game Jams**! I've participated in **13~ Jams**, winning **6 awards**.

- ► I have a huge passion for indie games, not only playing them, but also for getting to know the humans and ideas behind them.

Personal Summary

👋 Hi! I'm Javier, a software engineer with +6 years of experience in game development. I love game programming as an interesting and creative way to solve problems. I enjoy constantly learning and applying the best practices to my work.

🧑‍💼 I am a fast and autonomous learner. I have excellent organizational skills and know how to communicate effectively, both orally and in writing. I love to create an atmosphere of fellowship and humility with my team-mates.

Skills

- ► **Programming Languages**
  - ○ C#
  - ○ C / C++
  - ○ Java
  - ○ Rust

- ► **Technologies**
  - ○ Unity
  - ○ Git
  - ○ AI for Video Games knowledge
  - ○ Game Engines Architecture knowledge
  - ○ JetBrains Suite
  - ○ Godot

- ► **Others**
  - ○ Notion
  - ○ JIRA & Atlassian Tools
  - ○ Agile development knowledge
  - ○ Game Design knowledge

Education

- ► **(BSc) Computer Science degree**
  (2017 – 2022)

- ► Courses focusing on **game programming architecture and patterns**, best practices.

- ► **Self-taught Game Designer** through books, courses, and lots of practice.