

## PROFILE:

I am a mid-level game developer, graduated in Universidad Complutense de Madrid, part of Garantía Juvenil program.

I am eager to learn and continue developing my skills as a software engineer.

## CONTACT:



<https://miggon23.github.io/PortfolioWeb/>



[miggon2324@gmail.com](mailto:miggon2324@gmail.com)

## TECHNOLOGIES

C++

Unity

C#

Blender

Python

Java

Android Studio

MySQL

## LANGUAGES

Spanish - Native

English - C1

## OTHER LIBRARIES

PS4 SDK (C++)

SDL2 (C++)

Pandas (Python)

SKLearn (Python)

Ogre3D (C++)

# MIGUEL GONZÁLEZ

## Software Engineer & Game Developer



### WORK EXPERIENCE

#### DIDACTOONS SL (2024)

##### Game Programmer

C# and Unity programming

Videogame translation to english



### STUDIES

#### GAME DEVELOPMENT DEGREE (2020-2024)

Universidad Complutense de Madrid



### SOFT SKILLS

#### Teamwork

During my years of study, I have worked on multiple occasions in workgroups of 3 to 10 people, developing projects that range from web video game programming to the design and development of a video game engine in C++, applying Agile Methodology such as Scrum.

#### Adapt to new environments

Given my experience with multiple environments and programming languages, I am capable of adapting to the required circumstances, beyond the technologies, the knowledge is the most important.

#### Communication Skills

I have experience presenting to large groups, including giving exhibition in front of audiences of over a hundred people. That includes more than ten years of experience in public speaking, along with four years related to my career.



### MORE

#### Garantía Juvenil

As part of Garantía Juvenil program, tax benefits are provided to employers who choose to hire me.