MIGUEL GONZÁLEZ

Software Engineer & Game Developer

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:

648-699-947

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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++)

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 enviroments

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.