Óscar Alarcón Riera

Programmer

Final year student of Videogame Development and Design at Rey Juan Carlos University.

Currently seeking an internship, open to all opportunities that allow me to continue learning and growing my knowledge.

CONTACT DETAILS

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🌐 **Itch.io:** aldeano.itch.io
Github: github.com/oscaralri
Portfolio: oscaralri.github.io

SKILLS

Advanced Level

Unity   Github   C#

Python

Intermediate Level

C   HTML5   C++   JavaScript

SQL   MongoDB   Flutter

ABOUT ME

Experience Working with Unity: I have participated in several game jams and developed video games during my studies which have provided me with valuable knowledge of the engine and C#.

Online Multiplayer: I have worked on developing an online multiplayer card game using Unity Netcode. I have also developed browser based online games using Spring Boot, REST API, and WebSockets.

Computer Graphics: I have experience developing programs using the OpenGL graphics API.

Database: I have worked with relational databases using SQL. I have also worked with non-relational databases using MongoDB.

Algorithms: I have experience using algorithms to create more efficient code, such as sorting algorithms (quicksort, mergesort...), search algorithms (binary search, depth-first...) and optimization algorithms (Dijkstra, Prim...).

Mobile: I have developed mobile applications using Flutter, Jetpack Compose and also Unity.

LANGUAGES

English (C1 level)
First Certificate in English Cambridge

Spanish (Native)

Catalan (Native)