ALBA
DE TAORO
GONZÁLEZ

SOFTWARE DEVELOPER

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Portfolio: https://pinkdawn3.github.io/alba-drafts/

ABOUT ME

Junior Software Developer with hands-on experience building multiplayer game systems and user interfaces. Focused on frontend development and creating maintainable, scalable code. Comfortable working independently and collaborating effectively in agile, remote team environments.

ADDITIONAL EDUCATION

2019 - 2020

Course on Translating for the Industry of Videogames

University of Vigo

2014 - 2019

Translation and Interpreting Degree (English and Japanese)

University of Salamanca

LANGUAGES

- Spanish (native)
- English (C2)
- Japanese (A2)
- Korean (A2)

ADDITIONAL TOOLS

- Adobe Photoshop
- Blender
- Notion
- Microsoft Office

PROFESSIONAL EXPERIENCE

Freelancer   Jun 2024 - Oct 2025

Game Developer

- Architected and delivered complete game systems from concept to deployment for an online multiplayer game
- Engineered responsive user interfaces and gameplay mechanics optimized for player engagement
- Implemented version control workflows and iterative development practices to maintain code quality
- Collaborated with artists and designers to integrate assets and translate creative vision into functional features

Internship   Apr 2024 - May 2024

Junior Software Developer

- Designed and developed user interfaces following UI/UX best practices
- Supported frontend development tasks and resolved bugs to improve application performance
- Implemented user experience enhancements based on real player's feedback
- Adapted to remote work methodologies and integrated seamlessly with existing technology stacks

EDUCATION

Advanced Diploma on Multiplatform Application Development

Salesianos La Cuesta

2022 - 2024

TECHNICAL SKILLS

Skill	Level	Skill	Level
React	●●●●○	JavaScript	●●●●○
Java	●●●○○	Python	●●○○○
Git	●●●○○		

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