

# Raquel García

Game Developer

# Ninja character asset for Unity



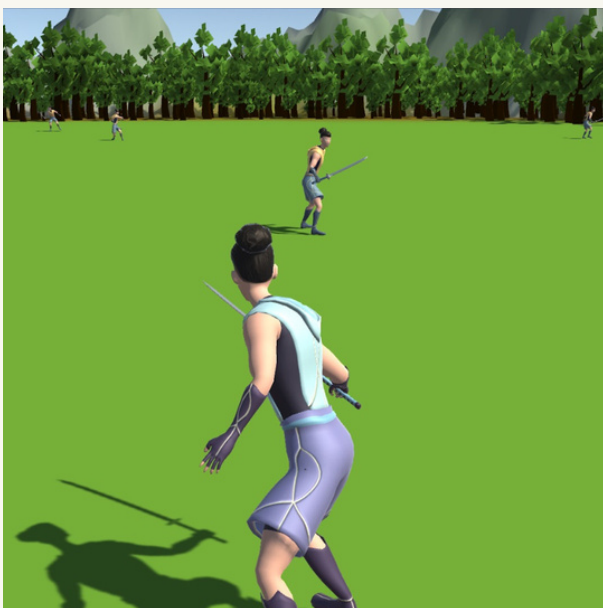
Final degree project.

Model created in Blender and incorporated into Unity.

In addition, it incorporates implemented basic mechanics such as moving or attacking and their corresponding animations.

[View on Itchio](#)

[View on ArtStation](#)



# Maw of the Coliseum

3D fighting game in a coliseum where you have to defeat hordes of enemies. ABP project done in 4th year.



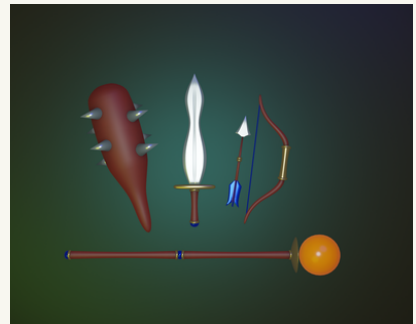
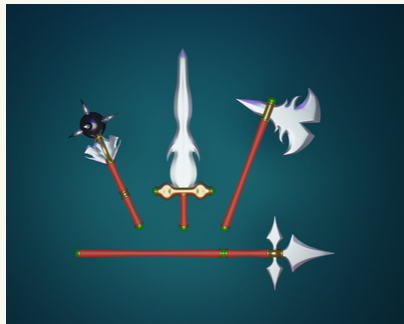
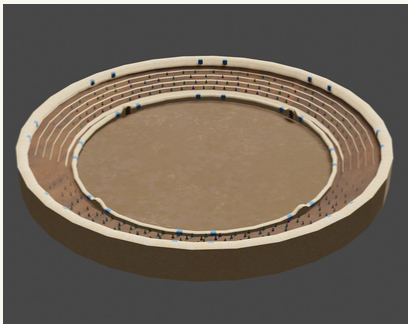
Created from scratch in C++ with models made in Blender and animations with motion capture.

During the project I assumed the following roles:

- Gameplay, physics and animation programmer
- Character, Environment, Props and UI artist

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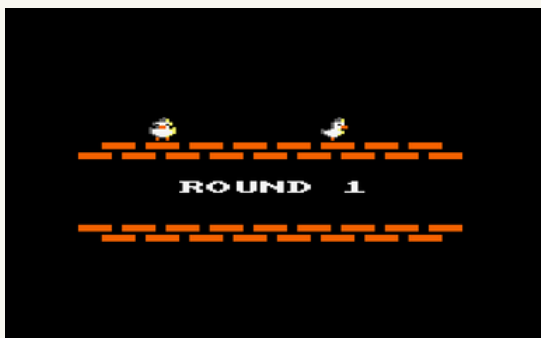
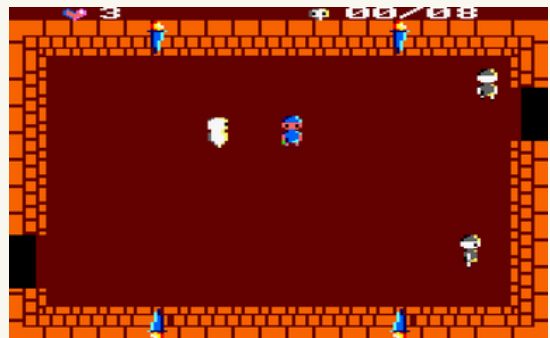
# Castle Kid



Game implemented in Z80 assembler for CPCRetroDev 2021 where it was awarded: "Best multiplayer options" and "2nd best UA students game".

I worked as a Gameplay programmer and 2D artist.

[View on Itchio](#)





# The First Shape



First video game created during college.  
It is a 2D platform game implemented in C++, SFML and MySQL.

I worked as:

- Gameplay, Physics & tools programmer
- UI artist.

[View on Itchio](#)

