

# Raquel García Guillem

## Game Developer

I consider myself as a creative person with a great interest in videogames, especially gameplay programming. I have recently graduated in Multimedia Engineering, and I am currently starting my own projects to expand my knowledge in programming and modelling software. I am looking for an opportunity to join the video game industry and continue to grow professionally.



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## WORK EXPERIENCE

### Junior programmer Mercanza S.L.U.

09/2023 - Presente

*Logros/Funciones*

- Qlik sense

### Internship Video Stream Network S.L.

06/2022 - 08/2022

*Archivements/Task*

- 3D artist
- Unity Developer

### C++ Game Developer Kofi Games

11/2021 - 06/2022

*Studio formed in University for the project Maw of the Coliseum.*

*Logros/Funciones*

- Programming physics, animations, net engine and gameplay
- 3D modeling and UI artist.
- From scratch in C++

## EDUCATION

### Multimedia Engineering Universidad de Alicante

09/2018 - 01/2023

## SKILLS

Blender

C#

C/C++

Houdini (Learning)

HTML/CSS/JavaScript

Qlik

Unity

## PROJECTS

### Ninja Character Asset for Unity (09/2022 - 01/2023)

- Character asset created in Unity with weapon system, animations, camera system and main mechanics implemented
- [Itchio - Ninja Character Asset](#)

### Castle Kid (09/2021 - 11/2021)

- Game implements with Z80 assembly for Amstrad microcomputer. I worked as 2D artist, graphics and gameplay developer
- [Itchio - Castle Kid](#)

### Maw of the Coliseum (11/2021 - 06/2021)

- Fighting game made from scratch in C++ whit two game modes
- [Itchio - Maw of the Coliseum](#)

### The First Shape (02/2021 - 06/2021)

- 2D Platform game made with C++
- [Itchio - The First Shape](#)

## PROJECTS IN PROGRESS

### Character Generator in Unity (10/2023 - Presente)

*Make a character generator for Unity*

### Racing Souls (07/2023 - Presente)

*Kart videogame in Unity. [Itch.io](#)*

## LANGUAGES

English

*Limited Working Proficiency*

Spanish

*Native or Bilingual Proficiency*