

Raquel García Guillem

Junior programmer



📍 Alcoy, Spain

✉ raquelgarciaquillem@gmail.com

☎ +34 639304073

🌐 <https://www.linkedin.com/in/raquel-g-6350b3138/>

🌐 <https://raquelgg00.itch.io/>

Skills

Programing languages

- Modern C++/C
- Java
- HTML5
- MySQL
- JavaScript
- CSS
- PHP
- Z80 Assembly

Technologies

- Unity
- Visual Studio
- Blender
- GitHub
- OpenGL
- SFML

Aptitudes

- Teamwork
- Agile methodologies
- Self-learning

Languages

Spanish

Native or Bilingual Proficiency

Valencian

Native or Bilingual Proficiency

English

Limited Working Proficiency

Work experience

Unity 3d developer (internship)

Jun 2022 - Aug 2022

Video Stream Networks S.L.

Design, modelling and implement a 3D environment in Unity.
C#, Gameplay, 3D modelling, Rigging, Animation

Projects

Ninja character asset for unity

Sept 2022 – Jan 2023

Final degree project. It's made using Unity and Blender
C#, Gameplay, 3D modelling, Rigging, Animation
<https://raquelgg00.itch.io/ninja-character-asset-for-unity>

Maw of the Coliseum

Oct 2021 – Jun 2022

University project. Fighting 3D game with 2 game modes for Windows, Linux and Mac.

C++, Gameplay, Physics, 3D modelling, Rigging, Motion Capture, Multiplayer Networking

<https://kofigames.itch.io/maw-of-the-coliseum>

Castle kid

Sept 2021 – Oct 2021

University project. Game implements with Z80 assembly for the CPC RetroDev 2021.

Z80 assembly, Graphics, CPCTelera, GIMP, Tiled, TinyXML2

<https://axolotl-z80.itch.io/castle-kid>

The first shape

Feb 2021 – Jun 2021

University project. Platform game with release in Windows and Linux.

C++, SFML, TinyXML2, Tiled, MySQL

<https://thefirstshape.itch.io/the-first-shape>

Education

Multimedia Engineering

Sept 2018 - Jan 2023

University of Alicante