

# Raquel García Guillem

## Junior programmer



I consider myself 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 game engines. I am looking for an opportunity to join the video game industry and continue to grow professionally.

📍 Alcoy, Spain

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

🌐 <https://raquelgg00.github.io/portfolio/>

## Skills

### Programming languages

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

### Technologies

- Unity
- Blender
- GitHub
- OpenGL
- SFML
- Irrlicht 3D

### 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