



Xabier Ugarte Amundarain

Junior Game Programmer

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Subject: Junior Game Programmer Cover Letter

Hi,

I am a junior game programmer with a big desire to enter the industry, I have a degree in computer engineering and at the moment I am doing a **Master's Degree in Videogames Development** in Universidad Complutense de Madrid.

As the final Master's Degree work I am working as a **Game Programmer** developing a 2.5D platform game in Unreal Engine 4, working alongside people specialized in Art (2D and 3D), Marketing/Production and Music/Sound.

Over the last year, I have worked with Unity in personal projects:

- Implementing Machine Learning in Unity as my final Degree work, using the ML-Agents toolkit which you can read in my portfolio web page.
- I have taken part in 3 different Game Jams working with Unity in all of them. I achieved the 3rd award in my first Game Jam and the Innovative award in the last one.

I have knowledge in game programming languages as C# and C++ and have worked using Perforce and Github. I have also done an internship as web programmer using JavaScript and HTML5.

As a side project, I am taking some Udemy courses to learn about Mobile Games Development in Udemy.

To know more about me and my projects, please check out my portfolio:
<https://xugarteamundarain.github.io/>.

Sincerely,

Xabier Ugarte Amundarain.