



## COVER LETTER

# Xabier Ugarte Amundarain

## Game Programmer

Hello!

Madrid, X/X/2021

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.

Sincerely,

Xabier Ugarte Amundarain.

## PORTFOLIO

Personal portfolio:

<https://xugarteamundarain.github.io/>

Linkedin:

<https://www.linkedin.com/in/xabier-ugarte-amundarain-0b55521ba/>

itch.io:

<https://xa2bax.itch.io/>

## CONTACT

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