



# Alberto Gómez

Unity3D Game Developer

I am a passionate Unity3D gameplay programmer. I consider myself a creative thinker and an eager learner. As part of a team, I am always approachable and cooperative.

Check out my previous works at my portfolio!

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## Professional Experience

**2022–PRESENT**

**Unity3D Game Developer**

*Voodoo Gaming*

Designed and programmed hybrid games for Android and iOS devices. Including: *Sudoku Paths*, *Diamond ART ASMR Game* and *Loco Golf*.

**2020–2022**

**Java Research Developer**

*Immense Simulations*

Developed efficient components for a traffic simulator engine. Designed and implemented *Behaviour Trees*. Mastered path finding algorithms such as *Dijkstra* and *A\**.

**2019–2020**

**IT Specialist**

*IBM Client Innovation Center Benelux*

Delivered various blockchain solutions. Embraced the *SCRUM* methodology and mastered the use of *Git* and *Jira*.

**2018–2018**

**Game Developer Intern**

*Devilish Games*

Participated in the making of *Kolumno* as lead developer, designer and artist.

## Languages

- Spanish
- English

## Education

**2014–2018**

**University Jaime I (Spain)**

*Video Game Design and Development*

- Gained programming, modelling and design experience
- Learnt advanced algorithms, abstract data structures and AI techniques
- Gathered experience with Unity3D

**2018–2018**

**Hanzehogeschool, (Netherlands)**

*Game Design*

- Tested a project using focus groups
- Learnt the basics of the AGILE methodology

## Skills

- Proficient with C# and Java
- Competent with Unity3D
- Basic C++, Python and JavaScript
- Basic 3D Modelling and design experience

## Certifications

- Bachelor's Degree in Video Game Design and Development (BSc)
- Certified Scrum Master (PSMI)
- Cambridge English Level 1 Certificate (B2)