

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!

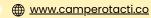


Villena, Alicante, Spain



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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)