Joy Márquez García : Game Developer

CONTACT

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 - Madrid, Spain

LINKS



Spanish	-	Native
English	-	C1
French	_	A2

SKILLS

C#
C++
Java
JavaScript
Python

Teamwork	
Adaptability	
Autonomy	

Passionate

About me {
Hello ^^ ,
Passionate about video games, I'm fulfilling my
childhood dream of working making games. Besides
gaming, I like to enjoy my time restoring old
consoles, reading science fiction and fantasy books
(Please do yourself a favor and start reading
Brandon Sanderson's books, you'll thank me in the
future) and listening to all kinds of music.
Eager to learn and face new challenges, I'm always

Present

always looking to do my best and improve at what I do.

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Proyects {

- PondPlatoon: In a small team as main developer.
 - Roomba War: IA development as programmer.
 - Custom Movement System: Personal prototype.
 - Hex map Editor: Personal prototype.

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Experience {

- Nokia XR Lab Unity Developer
 - Establish connection between Unity clients and server on online features.
 - Taking part in the projects' porting process to WebGL platforms.
 - Creating tools for XR and VR projects.

Xaloc Studios - Junior Analist Programmer 2 vears

- Programming of gameplay and mechanics, such as controls, player enemy spawning system and inventory system.
- Design and implementation of level design, testi and debugging tools, such as a level creator.
- Teamwork following agile methodologies in teams of 2 to 10 people.

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Education {

0	Universidad Rey Juan Carlos
1	Videogame Design and Development Degree
2	Online – Zenva
3	Discover Unity 2021 Game Development Bundle. 2022
4	17 h.
5	Online – Udemy Presen
6	Unreal Engine 5 C++ Developer: Learn C++ & Mał
7	Video Games. 2022. 30 h.
8	Online – Udemy Presen
9	<u>Pro Unreal Engine Game Codin</u> g. 2022. 27,5 h.

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