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.
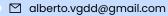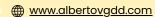
Check out my previous works at my portfolio!

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Professional Experience

2022–PRESENT
Unity3D Game Developer
Ritmo Games (Voodoo)

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 (PSM1)
- Cambridge English Level 1 Certificate (B2)