IGNACIO MOLINA CASAUS

VIDEOGAME PROGRAMMER

PERSONAL PROFILE

Gaming is my passion since I was born, so I decided to dedicate myself to help make this industry better and keep learning about myself and my passion on this journey. I also love Game Jams.

CONTACT

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ignacio-molina-gamedev

darsay.itch.io

ignaciomolinadev.es

https://github.com/darsay

EDUCATION

Rey Juan Carlos University
Videogame Designs and Development degree

Level Up
Advanced Mobile video game programming with Unity

Level Up
Advanced C++ and Unreal Engine game programming

C1 Cambridge English title

CORE COMPETENCIES

- Active experience in Unity and C#
- Confortable with C++
- Knowledge in Python and Java
- Experience in VR technologies like OpenXR.
- Knowledge in Unreal Engine and graphics libraries like OpenGL or SDL2.
- Knowledge in HTML, CSS and JavaScript.
- Knowledge in SQL and data management technologies.
- Experience in Scrum and AGILE methodologies.
- Knowledge in design and separation patterns.
- Artificial Intelligence Algorithms.

WORK EXPERIENCE

Universidad Europea - Educational Content Creator
MAY 2024 - NOW
- Creation of Educational Content for a videogame master's degree.

Netspot - Unity Game Developer
MAY 2023 - AUGUST 2023
- Multiplayer Gameplay Development in Unity.
- Authoritative server Development in GO

SpikaTech - Unity Developer
AUGUST 2022 - MAY 2023
- Adapt project to have multiuser netcoding features
- VR and stereographic 3D features development.
- Connecting various builds using IPC and multithreading

Welme - Unity Developer
MARCH 2022 - JUNE 2022
- Developing VR interactions between the user and the virtual environment.
- Using inner APIs and developing networking features using Mirror.

5th Element Gaming - Unity Developer
OCTOBER 2021 - JANUARY 2022
- Core Gameplay implementation.
- Code Structure Design.
- Developing tools for the design team.