

## CONTACT INFORMATION

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Spain



## SKILLS

Unity | Unreal engine | C++ | C# | Java  
JavaScript | Python | HTML | Git | Github  
SQL | json | XML | Agile methodologies

## LANGUAGES

**Spanish and Catalan:** Native.  
**English:** B2

## MY LINKS

**Portfolio:**

<https://josegomis.netlify.app/>

**GitHub:**

<https://github.com/JoseGomis299>

**Itch.io:**

<https://jose299.itch.io/>

## MORE INFORMATION

Available to relocate inside or outside  
Spain

# Jose Gomis Aparicio

## ABOUT ME

Software Engineering student, passionate for video games and programming, always eager to learn new things about programming and game development.

My passion for programming has led me to learn many programming languages like, Java, Javascript, Python, or C, but the ones I excel in the most are **C#** and **C++**.

I have been developing games using **Unity** and **Unreal Engine** for years, having participated in several **game jams** and I have been an active member of both game programming and competitive programming clubs from my university.

## WORK EXPERIENCE

### Unity Game Development and Math online mentor

Freelance | 05/2023 – 03/2024

I gave unity game programming and math lessons online to people of various levels, from people with no prior knowledge to people who were doing a game development degree.

### Software Engineering Internship

ADDINFORMATICA | 03/2024 – CURRENT

- Software development for internal programs using **C#** and javascript.
- Microsoft CRM managemen

## EDUCATION

### Degree in Software Engineering

Universidad Politécnica de Valencia  
09/2021 - CURRENT

## PROJECTS

### Astragarden

Astragarden is a survival game which was made for a game jam in 7 days. I was involved in a large part of the programming, including shooting, movement, environment interactions, quest system, and more. The game was made using **Unity's URP** and **C#**.

**Link to the game:** <https://nerien.itch.io/astragarden>

**Link to the code:** <https://github.com/Nerienen/AstraGarden>

### UPV GameDev Club

I have been an active member of this club since my second year of college. Here, I have developed many projects, from **mobile games** to **serious games** aimed at PC or even **online games**. All of them were developed as part of a team where I acted as the main programmer. None of these projects are published, but the code for some of them is public on my GitHub.

### More Projects

**Link to my portfolio:** <https://josegomis.netlify.app/>