JULIO SALA GALLARDO

Game Developer

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PROJECTS

Two Wonders
University

📅 Nov 2023 – May 2024

Adventure video game inspired by Tunic created from scratch in C++

Mr. Og The Sampler
University

📅 Sept 2023 – Oct 2023

Sokoban puzzle game made in Z80 assembly for Amstrad

Hold me tight
Gamejam

📅 May 2023

Cooperative platformer made in Unity in 3 days

Robarte
University

📅 Feb 2022 – May 2022

Sokoban puzzle game made from scratch with C++ and SFML

More projects on my page: 🌐 juliosalag.github.io/

EXPERIENCE

Internship Full-Stack Developer
Videoclub Jaime I

📅 Jun 2024 – Aug 2024   📍 Sant Joan d'Alacant (Remote)

- Database creation
- Interface design
- Functionality development

CURRENTLY

DarkMoon Engine
Personal

📅 Feb 2024 – Ongoing

3D game engine made from scratch with C++ and OpenGL

Gameboy
University

📅 Sept 2024 – Ongoing

Book about how to make Gameboy games in assembly

SKILLS

Soft Skills

`Teamwork` `Creative` `Attention to detail` `Flexible` `Productive` `Curious` `Resilient`

Languages

`C` `C++` `Java` `GLSL` `Assembly` `HTML` `CSS` `JavaScript` `TypeScript` `NodeJS` `Angular` `R` `Cuda` `Mongo DB`

Engines

`Unity` `Unreal Engine` `Raylib` `SFML` `Godot`

Tools

`Git` `Blender` `3DS Max` `Photoshop` `Gimp`

EDUCATION

Multimedia Engineering
University of Alicante

📅 Sept 2020 – Ongoing

LANGUAGES

Spanish   Native

Valencian   Native

English   Intermediate Level