Álvaro Chuan Díaz-Maroto

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+1 (740) 727-1229 preferred number until the 9th of January of 2025

Websites

Portfolio   Itch.io   Linkedin

Professional summary

Passionate game developer with a weakness for polished and fast-paced experiences. A hardworking professional with several projects finished and more in process.

First and foremost, a dedicated and careful team player that loves to create code that gives the team's ideas life.

Core skills

- C++, C#, Python, JavaScript, Kotlin
- OpenGL
- SQL, MySQL
- Unity, Godot
- Game design
- SIMD Optimization
- Code debugging
- Game tester
- Problem-solving
- Team collaboration

Work experience

- **GameRS -** Research assistant   Oct 2023 -> Today
- **DAQA** - On demand beta tester   Jul 2022 -> Today
- **Shawnee State University -** Math tutor   Oct 2024 -> Today

Education

- **Universitat Jaume I - Castelló de la Plana**   Sept 2021 -> Today
  - Exchange program to **Shawnee State University**,   Sept 2024 -> Today
    Portsmouth, Ohio
  - Host of Refugio 101 (degree's radio program)   Sept 2023 -> Today
  - Co-founder and vocal of the Game Developer's Association   Sept 2023 -> Today
    (student's assocaition)

Languages & highlighted Projects

Spanish
Native speaker   A1 A2 B1 B2 C1 **C2**

English
Certificate   A1 A2 B1 B2 **C1** C2

Valencian
Native speaker   A1 A2 B1 B2 **C1** C2

- **Gauntlet Remastered** Roguelike version made in Unity, Godot and Unreal
- **Project Rush** Racing style game that uses procedural generation of meshes
- **Step by Step** 2.5D adventure game made with Hike Squad Team
- **Growing Fear** Farming game made with Back to Bits for UJI Game Jam 2023 Halloween Edition