

Álvaro Chuan Díaz-Maroto

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Torrent, Valencia, Spain

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 brings the team's ideas to life.

Core skills

- C#, C++, Python, JavaScript, Kotlin
- OpenGL, HLSL
- SQL, MySQL
- Unity, Unreal Engine, Godot
- Unity tooling
- Shader development
- SIMD Optimization
- Code debugging and game testing
- Problem-solving and game design
- Team collaboration

Work experience

- **INIT** - GameRS intern Jan 2025 - Apr 2025
- **DAQA** - On demand manual game tester Jul 2022 - Today
- **Shawnee State University** - Math tutor Oct 2024 - Dec 2024

Education

- **Universitat Jaume I - Castelló de la Plana** Sept 2021 - May 2025
Videogame Design and Development Bachelor's Degree
 - Exchange program to **Shawnee State University**, Portsmouth, Ohio Sept 2024 - Jan 2025
 - Study and research at UJI program at GameRS Sep 2023 - May 2025
 - Host of Refugio 101 (degree's radio program) Sept 2023 - Jul 2025
 - Co-founder and vocal of the Game Developer's Association Sept 2023 - Today

Languages & highlighted Projects

Spanish

Native speaker

C2

English

Certificate

C1

Valencian

Native speaker

C1

- **Wave Function Collapse Tool For Unity** Bachelor's thesis project that allows users to use generate procedural worlds easily
- **System Scope** Bachelor's thesis subproject that show the developed tool potential
- **Interactive Bézier-Based 2D Extrusion Tool For Unity** Unity tool available at the [Unity Asset Store](#) and [short-paper](#) published at CEIG 2025
- **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