

Álvaro Chuan Díaz-Maroto

Videogame tool engineer

alvarocdmdev@gmail.com 

+34 633 55 05 29 

Torrent, Valencia, España 



Profile & 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

Work experience

INIT - GameRS (UJI)

Mar 2026 - Current

Universitat Jaume I - Castelló de la Plana
Researcher and Developer

NEXUM

Dec 2025 - Current

Universitat Jaume I - Castelló de la Plana
Main Programmer

- In charge of all technical development, system architecture, and logic for an upcoming point & click adventure game.

Back to Bits Studio

Jan 2021 - Current

Universitat Jaume I - Castelló de la Plana
Game Developer

- Developer at an independent game studio, collaborating on multiple internal projects

Devside

Dec 2025 - Current

Castelló de la Plana
Podcast Host

- Host and broadcaster for a game development podcast. Previously host of Refugio 101 (degree's radio program)

DAQA

Jul 2022 - Current

Remote - Freelance
On demand manual game tester

- Code debugging and game testing

Math Center

Oct 2024 - Dec 2024

Shawnee State University - Portsmouth, Ohio, EEUU
Math tutor

Education

Master in Videogame Design and Development

Nov 2025 - Current

UNIR - La Rioja

Videogame Design and Development Bachelor's Degree

Sep 2021 - Jun 2025

Universitat Jaume I - Castelló de la Plana

Exchange program to Shawnee State University

Aug 2024 - Jan 2025

Portsmouth, Ohio

Core skills

Programming languages: C#, C++, Python, JavaScript, Kotlin

Engines & Graphics: Unity, Unreal Engine, Godot, OpenGL, HLSL.

Databases: SQL, MySQL

Specialties: Unity tooling, Shader development, SIMD Optimization, Problem-solving and game design, Team collaboration

Languages

English
Certificate

C1

Valencian
Certificate / native

C1

Spanish
Native

C2

Projects & Leadership

Wave Function Collapse Tool for Unity - [Github](#) - [Bachelor's Thesis](#)

Bachelor's thesis project that allows users to use generate procedural worlds easily

Interactive Bézier-Based 2D Extrusion Tool For Unity - [Unity Asset Store](#) - [Paper](#)

Unity tool available at the Unity Asset Store and short-paper published at CEIG 2025

System Scape - [Github](#)

Bachelor's thesis subproject that show the developed tool potential

Nexum

Point & click adventure game

K-Boom - [Studio page Itch.io \(Jam version\)](#)

Farming game made with Back to Bits for UJI Game Jam 2023

Goblinmancer (Game jam edition) - [Studio page Itch.io \(Jam version\)](#)

Farming game made with Back to Bits for UJI Game Jam 2023

Gauntlet Remastered - [Itch.io](#)

Roguelike version made in Unity, Godot and Unreal

Project Rush! - [Itch.io](#)

Racing style game that uses procedural generation of meshes

Step by Step - [Itch.io](#)

2.5D adventure game made with Hike Squad Team

Growing Fear - [Itch.io](#)

Farming game made with Back to Bits for UJI Game Jam 2023

Game Developer's Association

Co-founder and vocal