Álvaro Chuan Díaz-Maroto

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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, HLSL
- 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 -> Dec 2024

Education

- **Universitat Jaume I - Castelló de la Plana** — Sept 2021 -> Today
  Videogame Design and Development
  - Exchange program to **Shawnee State University**, Portsmouth, Ohio — Sept 2024 -> Jan 2025
  - Host of Refugio 101 (degree's radio program) — Sept 2023 -> Today
  - Co-founder and vocal of the Game Developer's Association — Sept 2023 -> Today

Languages & highlighted Projects

Spanish
Native speaker

English C2
Certificate C1

Valencian C1
Native speaker

- **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