

DAVID GÓMEZ

CONTACT

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INTERESTS

- ❤ **Code optimization**
- ❤ **Systems programmer**
- ❤ **Agriculture and plants**
- ❤ **Overall game development**

EXPERIENCE

2021 **Mushroomblue Entertainment**
Programmer internship
Web programming in ASP.NET (using C#, JS and MySQL mainly)

EDUCATION

2017 - 2021 **Bachelor's Degree in Game Design and Development**
University Jaume I, Castellón (Spain)

2003 - 2017 **Primary, secondary and high school education**
Salesianos San Antonio Abad, Valencia (Spain)

PROJECTS

2020 - Present **Sol Invictus (Mushroomblue Entertainment)**
ASP.NET (C#, JS, MySQL, HTML, CSS), Unity3D (C#)
Have been collaborating on the game and specially the web page as the main systems programmer.
<https://solinvictusgame.com/>

2020 - Present **WeDoGames**
Unity3D (C#)
Team formed by game students (3 programmers, 1 artist and 1 designer). Working on a Rogue Lite Tower Defense using agile methodologies.
<https://twitter.com/WeDoGamesStudio>

- 2021 - 2021 **Bachelor's Degree Final Project**
Unity3D (C#)
RPG game demo developed for the final project of the bachelor's degree
<https://github.com/David-Goru/BachelorsFinalDegreeProject>
- 2019 - 2020 **Vivaio**
Unity3D (C#)
Management game done with an artist (Cristian Cantos) and following agile methodologies.
<https://vivaio.itch.io/game>
- 2018 - 2019 **Happinessn't**
Unity3D (C#)
Another management game, done with Yaiza Herrero (artist)
<https://nanokin-studio.itch.io/happinessnt>
- 2016 - 2018 **Hotel Tycoon**
Unity3D (C#)
First personal project. Management game with +15k downloads on itch.io
<https://davidgoru.itch.io/hotel-tycoon>