

# OSCAR ROYO

VIDEOGAME DEVELOPER

Sitges, Barcelona, Spain



[Website & Portfolio](#)

## Skills

### Game Engines

- Unity (extensive experience, multiple projects)
- Unreal Engine (master-level expertise in environment art)

### Programming Languages

- C# (advanced)
- C++ (advanced)
- Python (basic)

### 3D Modeling & Art Tools

- Blender, Maya, 3ds Max, ZBrush (basic)
- Substance Painter & Designer
- Photoshop

### Others

- Flutter app development
- Houdini (basic proficiency)
- Git
- FL Studio (Music DAW)

## Language

- Spanish
- English

## About Me

I am a passionate and skilled videogame developer with a strong foundation in programming, and environment art. My journey began at 13, experimenting with programming and game development. Since then, I have honed my expertise through formal education, hands-on projects, and industry experience.

## Experience

### Cupra IT Internship

Gamification of infotainment systems for cars, leveraging game design to enhance user experience and programming a in-car demo.

### Unity Projects & Mobile Game Development

Developed multiple Unity projects, from a VR experience to a Horror game and released a mobile game and a PC game on Steam.

### Flutter App Development

Created a fully functional social media/fashion app using Flutter with a working backend in Firebase.

## Education

<b>2023</b>	Coursed a Master's in Environment Art (Unreal Engine)
UT-Hub	
<b>2018</b>	Bachelor's in Design and Development of Videogames
CITM, UPC	
<b>2014</b>	Unity Course in basic Videogame Development
CEV	
<b>2013</b>	Java Programming Course for developing simple Minecraft Mods and learn the basics of Java
Camp Tecnologic	

## Portfolio Highlights

- A fully playable demo, completely developed by me, called Unchained Relic was published on Steam.
- A diverse range of Unity projects showcasing gameplay mechanics, design, and problem-solving.
- A mobile game called Bouncy is available for download.
- A Flutter app demonstrating cross-platform development capabilities.
- Detailed environment art projects built in Unreal Engine and Unity.