

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

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

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.