

Christian Viñolo

GAME PROGRAMMER

About me

I am a self-taught programmer and a passionate of Unity and game development. I have been working with this engine for the last 5 years, from personal projects to collaborating with a lot of teams.

I have worked on both desktop and mobile games, and I always keep on learning new ways to keep up to date my skills.

You can see more information about me and the projects I have worked on my portfolio.

Professional Experience

Full Stack Unity Developer - Sons of a Bit Entertainment

September 2021 - Currently, Murcia

- I currently work on Kluest, a mobile AR Metaverse where anyone can create, share, and monetize interactive experiences without technical knowledge nor artistic skills required.

Intern Full Stack Developer - Telefonica

September 2020 - September 2021, Madrid

- I worked on the research and prototyping of new solutions to improve the digital home experience for Movistar customers.

Frontend Unity Developer - Moad Studio

May 2019 - October 2019, Malaga

- I entered to work in the final stage of a mobile game without know the core system, finishing some features. I also implemented a advertisement system, getting the engagement of the users and obtaining +5.000 downloads on Google Play.
- I proposed to port one of the most relevant games for Nintendo Switch after several cancelled projects, increasing the team's desire to continue developing video games after that bad streak.

Hard Skills

- Unity
- C#
- C
- Python
- Git
- SQLite

Soft Skills

- Proactive
- Team Player
- Adaptability
- Self-Motivation
- Resolutive
- Optimist

Education

Telefonica Foundation - Campus 42

October 2019 - September 2020, Madrid

Project oriented programming school

Gamia - Videogame Academy

January 2017 - March 2018, Malaga

Youth master in game programming

Youth master in game art

Youth master in game desing

Master D

March 2017 - March 2018, Malaga

Lua Game programming for Mobile devices

Languages

Spanish (Native)

English (B1)

Awards Received

- Supermarket: road to shortage
 - Finalist game at 2nd Levelea prizes edition.
- Windows 4-20
 - Best Junior game at MalagaJam Weekend 11.
 - Finalist game at 1st Levelea prizes edition.
- The Last Flame
 - Best Junior game at MalagaJam Weekend 7.



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