

# Alberto Alan Sánchez Andreu

📍 **Home** : Castelló de la Plana, Spain

✉ **Email**: [albertoalansa@gmail.com](mailto:albertoalansa@gmail.com) 📞 **Phone**: (+34) 601265156 🌐 **Website**: [albertoalansa.github.io](http://albertoalansa.github.io)

**Date of birth**: 10/07/2002 **Nationality**: Spanish

## ABOUT ME

---

College student. Versatile and with interest in various fields of video game development (mainly programming and narrative). Willing to work hard as a team to achieve team goals.

## WORK EXPERIENCE

---

[ 07/2023 – 09/2023 ]

### Digital game developer

#### *Doctors Without Borders Spain*

**Country**: Spain

- Optimization of performance and resolution of technical problems.
- Creation and maintenance of project technical documentation.
- Design and programming of game mechanics, levels and characters.
- Correction of bugs and project issues.
- Performing QA tester functions.

## EDUCATION AND TRAINING

---

[ 09/2018 – 06/2020 ]

### High School

#### *IES Jiménez de la Espada*

**City**: Cartagena, Región de Murcia

**Country**: Spain

[ 09/2020 – Current ]

### Degree in Video game Desing and Development

#### *Universitat Jaume I*

**City**: Castelló de la Plana, Castelló

**Country**: Spain

First-class honors in the subjects:

- Artistic Expression
- 2D Desing
- Graphics Communication
- Video Game Consoles and Devices
- Hyper Media Narrative and Video Game Analysis
- Video Game Conceptual Desing
- Software Engineering
- Theory and Practice of Audiovisual Production

## LANGUAGE SKILLS

---

**Mother tongue(s)**: Spanish

**Other language(s)**:

### English

**LISTENING** B2 **READING** B2 **WRITING** B2

**SPOKEN PRODUCTION** B2 **SPOKEN INTERACTION** B2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## DIGITAL SKILLS

---

Capable of making technical and literary scripts

### Programming

C | C++ | C# | Python | Kotlin

### Capacidades personales

Teamwork | Logical and methodical approach | Great creative capacity | Attention to detail and meticulous work

### Software

Unity | Github | Mudbox | Audition | Krita | 3DS Max | Logic | Premiere | Blender

## CONFERENCES AND SEMINARS

---

[ 05/2021 ] **What have Game Studies done for us?**

Víctor Navarro-Remensal

[ 05/2022 ] **Zen Modes and Slow Gaming**

Víctor Navarro-Remensal

[ 09/2023 ]

**Game Changer: Exploring Feminist Translation and Cultural Identity in Indie Videogames**

Misha C. Gramelius

[ 09/2023 ]

**Immersion as a conversation: What makes games like Don't Feed the Monkeys so engaging?**

Amber Pasternack

[ 09/2023 ] **Story & Gameplay: Reflections on Narrative Design**

Kelsey Beachum

---