



ÀLEX VICENTE

MULTIMEDIA ENGINEER

CONTACT_



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EDUCATION_

Degree in Multimedia Engineering Minor in Videogames

La Salle URL
2016-2021

Technology High School

Stucom Centre d'Estudis
2014-1016

MAIN PROJECTS_

Final Degree Project (FDP)

MH (*With honors*)
bit.ly/3ERdxVy

Blind Fish

Programmer - Indie Game (Unity)
feestuckstudio.itch.io/blind-fish

JOB EXPERIENCE_

01/2021 - Present

Unity C# Developer & Full-Stack
Watchity S.L.

Developer and creator of the Mixer, used by Watchity. An application made in Unity that allows you to enter video & audio streams to combine them together and create professional scenes in a very simple way. I also participate in Live Studio frontend development and do some AWS tasks.

11/2019 - 07/2021

Retail Vendor
Second Company Terrassa

Wholesale and retail, specialized in technology, computers and videogames. Enhanced teamwork and communication skills.

SKILLS_

Unity	●●●●●●	Angular	●●●●●●
VS Code	●●●●●●	Git	●●●●●●
Cypress	●●●●●●	Jest	●●●●●●
Puppeteer	●●●●●●	DevOps	●●●●●●

INTERESTS_

● Videogames ● Books ● Movies ● Photography