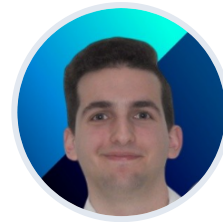


Javier Gascón Pinedo



Location: Alicante, Spain

LinkedIn: www.linkedin.com/in/javier-gascon-pinedo/

E-mail: javier.gascon.14@gmail.com

Portfolio: JavierGasconDev.github.io

PROFILE

Multimedia Engineering graduate specialized in Game Development. Strong foundation in C++, C#, and Java, with experience building gameplay features and prototypes in Unity and Unreal Engine. Focused on gameplay systems, engine architecture, and performance optimization.

Developed a custom game engine in C++ from scratch, implementing core systems such as memory management and entity architecture, gaining experience in low-level programming.

Seeking opportunities as a Gameplay or Engine Programmer. Examples of my playable projects can be found in my Portfolio.

WORK EXPERIENCE

06/2024 – 09/2024

Alicante, España

App Developer (Internship)

HOLOGRAMN Investigaciones Tecnológicas I+D+i

- Integrated core functionalities in a cross-platform mobile application for Android using Ionic, HTML, CSS, and TypeScript.
- Executed unit and user acceptance testing (UAT) to ensure software stability and performance.

EDUCATION

09/2020 – 09/2025

Alicante, España

Bachelor's Degree in Multimedia Engineering

University of Alicante

- Projects & Portfolio: JavierGasconDev.github.io

CERTIFICATIONS

2026

Unity Junior Programmer — Unity Technologies

2026

B2 English — Cambridge Linguaskill

2025

C1 Valencian — Junta Qualificadora

SKILLS & TECHNOLOGIES

Game Development

Unity (C#)

Custom Engine

Unreal Engine (C++/Blueprints)

Gameplay Mechanics

AI Systems

Development Tools

Git / Version Control

Profiling Tools

Scrum Metodology