

Aitor Garcia Miñana

Game Programmer

CONTACT

✉ aitor.garciamin@gmail.com

🌐 [Portfolio](#)

☎ +34 652 28 07 98

📍 Carrer Puig-Oriol 14
08184 Palau-solità i Plegamans
(Barcelona), Spain

SKILLS

Programming Languages:

C# • C++ • SQL • HTML5 •

CSS3 • Javascript • PHP

Game Engines:

Unity 3D • Unreal Engine 5

Game development:

Gameplay • AI • Procedural

Generation • Mobile • PC

EDUCATION

- **Higher degree in Multi platform Application Development**
September 2017 - June 2019
Escola Pia, Granollers

INTEREST

- ❖ Gameplay Mechanics
- ❖ Procedural System
- ❖ Performance Optimization
- ❖ Cross-Platform Game Development

PROFILE

Passionate game programmer focused on creating high-quality interactive experiences. Skilled in **Unity 3D, C#,** and procedural gameplay systems. Comfortable working in **multidisciplinary teams** and applying clean, scalable, and efficient programming practices.

WORK EXPERIENCE

- **Software Developer Internship** April 2019 - July 2019
ViOD Games Studio, Barcelona (Spain)
 - Developed an **infinite wave survival mode** for *StarGaze*, a sci-fi **VR** action game.
 - Implemented **procedural enemy spawns** and wave logic using **Unity 3D** and **C#**.
 - **Collaborated** with the design team for gameplay balancing.

Projects

- **Astaroth** October 2023 - November 2024
Personal project
 - Developed a 2D platformer with real-time combat mechanics and **passive ability modifiers**.
 - Designed and implemented a custom **ability system** with a dynamic **UI**.
 - Programmed **AI** for enemies with diverse movement and attack patterns.
- **A Game About Dragons** April 2025 - April 2025
Sant Jordi Game Jam 2025
 - Collaborated on a **puzzle game** developed in 2 weeks during the **Sant Jordi Game Jam**, working with a team of 5 developers.
 - Built gameplay mechanics including **drag-and-drop interactions, character movement,** and a **room-based scene system** to improve performance.
 - Worked in an **agile, multidisciplinary team**, using **Git** for version control and task sharing.
 - Acted as the **sole programmer**, responsible for the full gameplay implementation and performance management.