

Daniel de Castro Isasi



PROFESSIONAL PROFILE

I am a computer engineer with experience developing 2D, 3D and VR videogames in multidisciplinary teams. I have participated in projects from prototyping to publishing, which has allowed me to learn how to communicate with people with other professional profiles and work with them under pressure.

HARD SKILLS

- C1 - Advanced English level
- UE5 and Unity programming
- C, C++, C#, Java, JavaScript, TypeScript, Python
- OpenGL
- Visual Studio, Visual Studio Code, JetBrains Rider
- Kotlin and Android Studio



CONTACT

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Valencia



EDUCATION

ESAT - HND IN GAME PROGRAMMING

SEPT 2023 - JUL 2025

- Worked on a game from preproduction to publishing on Steam, working in a multidisciplinary team.
- Prototyped games with UE5 and Unity.
- Developed my own graphics engine with OpenGL.
- Learned to optimize code in C and assembly.
- Made an Android app using Android Studio and Kotlin.

UPV - MUIARFID

SEPT 2022 - JUL 2023

- Prototyped a VR Shooter in Unity.
- Developed a VR Experience using Networked Meta Avatars as my master's final project.

UPV - BACHELOR'S DEGREE IN INFORMATICS ENGINEERING

SEPT 2018 - JUL 2022

- Codeveloped a 2D game as the bachelors final project.
- Codeveloped a 3D rogue-like game with a team of programmers and artists.
- Web development with JavaScript and Python.



EXPERIENCE

MYTRA CONTROL

FEB 2022 - JUL 2022

- 6 months Internship.
- Web development using TypeScript.

Extracurricular teacher - "Desafio robot"

SEPT 2017 - JUL 2021

- Instructor of a group of ten children tasked with assembling and programming EV3 robots and participate in competitions such as the FLL (First Lego League).