

# Oscar Castronuño Carmona

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I graduated in Computer Engineering with a specialization in application programming. I also hold a Master's Degree in Video Game Design and Programming.

I have gained significant professional experience working in multinational companies, where I developed valuable skills in teamwork and application development. I am a fast learner and highly adaptable, which allows me to quickly grasp new tools, technologies, and development workflows.

Currently, I am focused on video game development and have published two mobile games and one 3D horror game for PC on Steam.

## EXPERIENCE

- **Web Developer - ESCI-UPF** **Agu 2025 – Present**  
Responsible for the development and maintenance of a web application using HTML, CSS, and JavaScript for the frontend, and Node.js with SQL for the backend.
- **Game Developer C# - Freelancer** **Jul 2024 – Jul 2025**  
Created specialized tools to streamline the game development process, such as a custom editor integrated into Unity for building dialogue trees, and a 2D map builder usable both in the Unity Editor and at runtime.  
Designed and implemented the architecture for client-server communication between Unity and a web server using a custom REST API.  
Released a game featuring fully procedural map generation.  
Developed complete gameplay systems including inventory management, environment interaction, UI design, and visual effects (FX).
- **Navision Programmer at Serhs** **Mar 2023 – Jul 2024**  
Developed and maintained Navision ERP software.
- **Game Developer C# - Freelancer** **Jan 2022 – Mar 2023**  
Developed two mobile games in Unity (2D and 3D animations, AI, map generation).
- **Java Programmer at Indra** **Sep 2017 – Dec 2021**  
Backend development for 'Caixa contracting' using Java, SQL, PL/I.
- **Web Programmer** **Jun 2016 – Nov 2016**  
Maintained university website using PHP, HTML5, and CSS.

## MY GAMES

- **Evershade: The Forgotten Mansion** – 3D horror game for PC (Steam)  
[https://store.steampowered.com/app/3679540/Evershade\\_The\\_Forgotten\\_Mansion/](https://store.steampowered.com/app/3679540/Evershade_The_Forgotten_Mansion/)
- **QOFormulació** – Educational chemistry mobile game  
<https://play.google.com/store/apps/details?id=com.DefaultCompany.QOFormulacio>
- **The Last Ranker** – 2D game with procedural maps  
<https://play.google.com/store/apps/details?id=com.SleepingCats.TheLastRanker>

## EDUCATION

- Master's Degree in Video Game Design and Programming **UOC (2023 – 2024)**
- Bachelor's in Computer Science Engineering **UOC (2016 – 2020)**
- Computer Applications Developer **Escola Pia (2011 – 2012)**
- Computer Systems Management **Frete (2009 – 2010)**

## SKILLS

- **Programming languages:** C, C++, C#, Java, Javascript , PHP, SQL, HTML, CSS, Node js, React, PostgreSQL
- **Tools:** Unity, Photoshop, Blender
- **Techniques:** Gameplay programming, game design, enemy AI, procedural generation, API integration, source control (git).
- **Methodologies:** SOLID, Agile, Scrum, Git, Jira

## LANGUAGES

- **English**
- **Spanish**
- **Catalan**

## LINKEDIN

<https://www.linkedin.com/in/oscar-castronu%C3%B1o-carmona-887266142/>