

CRISTINA GIL BOTHEY

Barcelona, Spain • +34678151959 • cristinagbotey@gmail.com
cristinagildev.netlify.app • linkedin.com/in/cristina-gil-dev/

SUMMARY

Dedicated video game developer proficient in **C++** and **gameplay programming**. Experienced in utilizing **Unity** and **Unreal Engine** to develop games for PC, Nintendo Switch, PlayStation, and Xbox. Committed to ongoing professional development and expanding my technical expertise.

SKILLS

- **Technical Skills:** C#, C++, Unity, Unreal Engine, Visual Studio, Github, Jira
 - **Languages:** English (C1), Spanish (native), Catalan (native)
 - **Soft Skills:** Creative thinking, team collaboration, documentation excellence
-

WORK EXPERIENCE

Game Developer at UNDERCODERS 11/2020 - Present

- **Retro Mystery Club Vol.1: The Ise-Shima Case (2022 - 2023)**
- **Retro Mystery Club Vol.2: The Beppu Case**
- **Retro Revengers**
 - Developed a localization system that integrates Google Sheets and JSON files, flexible to use in three different Unity projects.
 - Updated dialogue systems for English language and created CRT effects with shaders.
 - Implemented control remapping and achievement systems using SteamWorks.
- **Conga Master Party (2022 - 2023)**
 - Implemented new achievements, characters and maps for a Nintendo Switch DLC.
 - Managed QA and bug fixing for both Nintendo Switch and PC versions.
- **Superola Champion Edition (2021 - 2022)**
 - Created an option for "Cartoon Mode" that changes all sprites in game from pixel art to 4K cartoon sprites, loading dynamically.
 - Worked on leaderboards systems using SteamWorks.
- **Treasures of the Aegean (2021 - 2022)**
 - Implemented cinematics and gameplay sections.
 - Implemented achievements and controller vibration systems for all platforms.
 - Engaged in pair-programming to optimize with Asset Bundles and Addressables.

Gameplay Programmer at KT GAMES 11/2019 - 11/2020

- Engineered character movement and interactive objects' behaviors.
 - Designed and implemented cinematics, music and SFX.
 - Developed the input system for consoles using Unity's Rewired.
 - Handled level design.
-

EDUCATION

Bachelor of Interactive Digital Content for Video Games 2017-2021
ENTI - UB

Certifications: Unreal Engine 5 de 0 a DIOS, Beginning C++ Programming