



Alejandro Paniagua

Indie games developer
Making apps & web too

ABOUT ME

I'm a Spanish developer who started making his first games in 2015, at the age of 11, to later start learning web and app development in 2019.

EDUCATION

Videogame Development Degree

◆ Awarded Distinction in 4 Subjects

Rey Juan Carlos University

2022/2023 - 2025/2026

Science Baccalaureate

IES Carlos Bousoño

2020/2021 - 2021/2022

SKILLS

Programming Languages

C#, Java, JS/HTML/CSS, Python, C++, JSON, SQLite, XML

Tools

Unity, GitHub, VS Code, Figma, Photoshop, Android Studio

Languages

English (fluent), Spanish (native)

Soft Skills

Good problem solving, communication and team work thanks to making personal projects and participating in GameJams as the captain.

FEATURED PROJECTS

◆ Spyw4re [↗](#)

GameJam - 2024

C#, NodeJS, Unity, Blender, Photoshop

Programmer (Solo) - Level Designer (Support)

A horror game with a PSX style. Break the 4° wall and control security cameras to help an asylum patient escape while the building collapses.

◆ Tochimochi [↗](#)

GameJam - 2025

C#, HTML, CSS, JavaScript, Unity, Photoshop

Programmer (Solo) - Level Designer (Lead)

Help your new virtual friend, Mochi, complete the mission of seeing his granny. Merge both the real and virtual world to complete puzzles using your computer and your phone.

Hardcore Kitty [↗](#)

GameJam - 2025

C#, Unity, Blender, Photoshop

Programmer (Lead) - Level Designer (Solo) - 3D Artist (Support)

Mix of Tony Hawk and Crazy Taxi with a PSX style. Play as a delivery cat while doing tricks and flips with your skate along the way.

Esto AÚN no es un Juego [↗](#)

GameJam - 2023

C#, Unity, Blender, Photoshop

Programmer (Solo) - 3d Artist (Support)

Help a developer raccoon finish his game before its release date. Dive into the game to fix bugs from the inside, solving puzzles in levels with innovative mechanics.

Personal Portfolio

LinkedIn

Itch.io

alex.paniagua.moreno@gmail.com

+34 640 22 95 83

Madrid, Spain