



Sira Gordillo

GAME DEVELOPER

PROGRAMMING AND ARTISTIC EXPERTISE

CONTACT ME



[PortfolioWebsite](#)



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[Github Link](#)

TECHNICAL SKILLS

- C++, C#, Python
- JavaScript, HTML5, CSS
- Unity, Unreal Engine, Godot
- Unity's UI Toolkit
- Shader Development

ARTISTIC SKILLS

- Maya, Blender
- Substance Painter
- Photoshop, ClipStudioPaint
- Rigging
- UI Design

OTHER SKILLS

- Interdisciplinary problem-solving (art + programming)
- Procedural content generation
- Tool creation
- Creative thinking
- Strong teamwork
- Attention to detail

ABOUT ME

Passionate video game developer specializing in creating tools for task automation. With a strong command of both **programming** and **artistic** disciplines, I seamlessly blend technical proficiency and creativity to deliver innovative and efficient solutions. My multidisciplinary skill set allows me to craft projects that are both functional and visually compelling, pushing the boundaries of game development.

WORK EXPERIENCE

Web Developer

Kretona | July 2021 - Actual

- Development for a relative's business online shop
- Image editing
- Web maintenance.

Frame Generation Intern

eXIT Laboratory - UDG | June 2024 - September 2024

- Research on Frame Generation with IA on Unity
- Research on Frame Generation with IA on Godot

EDUCATION

University of Girona (Universitat de Girona)

Game Design and development

October 2020 - June 2024

CIFOG School (Higher Training Educational Center)

3D Animation, Games, and Interactive Environments

September 2018 - June 2020

Brugulat Institute (Banyoles)

High School Diploma - Arts Track (Baccalaureate)

September 2016 - June 2018

LANGUAGES

Catalan  Native

Spanish  Native

English  High