

# ROI GONZÁLEZ CANOSA

UNITY DEVELOPER / GAMEPLAY PROGRAMMER



## CONTACT

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Aracava , Madrid

## PORTFOLIO

roigonzalez.com

## EXPERIENCE

### ■ Lingokids

Technical Level Design Intern

06/2025 - 12/2025

## MAIN SKILLS

- Unity C# Programming
- Unity Engine Developer
- Tools and Editor Scripting
- Git Version Control
- VR Development
- Multiplayer (Photon PUN)

## OTHER SKILLS

- Game design (Awarded with honours in its relative subject)
- Level designer
- Technical level designer

## EDUCATION

- Bachelor's Degree: Design of Interactive Products (English modality) **U-TAD 2022-2026**

## LANGUAGES

- Spanish (Native)
- English (Fluent)
- Galician (Native)

## AVAILABILITY

Available since June 2026 onwards full time.