



Contact

Phone

673235305

Email

isaacramirezpr@gmail.com

Portfolio

bekun67.github.io/portfolio

Education

2023 - Present

**Centre de la Imatge i la
Tecnologia Multimèdia (CITM-
UPC)**

Bachelor's degree in Game
Development

2020 - 2022

Jaume Viladoms

Technological Baccalaureate
Graduated with Honors

Expertise

- Gameplay Programming
- Player Controllers
- Enemy AI
- Game feel
- Progression Systems
- State Machines

Language

Spanish: Native

Catalan: Native

English: Intermediate

Isaac Ramírez

Gameplay Programmer

Passionate Gameplay Programmer currently pursuing a Bachelor's Degree in Game Development at CITM-UPC. I enjoy developing gameplay systems, player controllers, AI, state machines, and player-focused features in Unity and custom C++ engines.

Throughout my studies, I've worked as a private Math and Physics tutor, strengthening my communication skills while balancing teaching with game development. Since I haven't yet worked professionally in the games industry, the projects below demonstrate the gameplay programming skills I've built through university, game jams, and personal work.

Highlighted Projects

2026

Son of Ithaca

Gameplay Programmer

Son of Ithaca was a 33-person university project developed over four months. My main role was developing the entire player character using our custom engine's Lua scripting system. I programmed the complete controller using state machines to create a responsive combat system, developed the core player mechanics (masks), and implemented the visual polish for the player.

2025

Granota Go

Gameplay Programmer & Level Designer

Granota Go was a 1-week game jam project developed by a 4-person team for the 3rd Premis Ludi Game Jam. My main role was implementing the level creation tools, the frog's gameplay mechanics, and designing all puzzle levels for a mobile educational game that helps children aged 6-8 develop computational thinking.

2021-22

Evolution Tale

Gameplay Programmer, UI Designer & 2D Artist

Evolution Tale was a 4-month high school final project developed with a teammate to learn Unity from scratch. The project received the highest possible grade and was selected for the 8th Tr@ms High School Research Projects Exhibition, where I represented my school. I implemented the inventory, crafting and shop systems, core gameplay mechanics, world building, UI, and visual assets.

Technical Skills

Engines: Unity, SDL, Raylib, Unreal Engine

Programming Languages: C++, C#, Lua

Version Control: Git, GitHub, Plastic SCM

Soft skills: Teaching, Organization (Trello, Notion)