

# ÁLVARO COLOM VIDAL

## DEVELOPER



05/06/1997



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Castellón de la Plana



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## ABOUT ME

I'm Álvaro, a developer. I am passionate about creating experiences and my preferred tools are Unity engine using C#, but I can adapt to any challenge that is required.

I'm always looking to learn new skills to help me improve in what I do.

[www.alvarocolom.dev](http://www.alvarocolom.dev)

[trikyname.itch.io](https://trikyname.itch.io)

## EXPERIENCE

### Accenture

Software Developer | June 2021 - Current

Developing solutions for different clients like: Vertiv, Iberdrola, Seat... Ranging from: Unity to Web development.

### Informance

Unity Developer | March 2021 - June 2021

Developing a visual solution to track progress on form petitions

## EDUCATION

### Videogame Design and Production Degree

Universitat Pompeu Fabra (UPF) | 2016-2020

### 1st Year Chemistry Degree

Universidad de Valencia (UV) | Septiembre 2015 - Julio 2016

## CERTIFICATES

### Communication skills, Leadership and Interpersonal Relations

Dale Carnegie Training | March 2023

## RELEVANT PROJECTS

### AI-Powered XR Training Platform

Accenture Song | Unity | 2025

### Mixed Reality Collaboration Platform

Accenture Song | Unity | 2024

### Vertiv Virtual Showroom

Accenture Song | Unity | 2023

### Iberdrola + Accenture MWC POC

Accenture Song | Unity | 2023

### Proyecto GuardiAnes

Accenture Song | Unity | 2021

### Artifact Timeline

Personal Project | Web | Ongoing

### Familiar Whishes

Personal Project | Unity | 2020

### Arcane Hunter

Game Jam | Unity | 2020

### TACO

University | Unity | 2019

### Thrud, Thor's daughter Adventure

University | Unity | 2018

## DEVELOPER SKILLS

- Unity, UE5, Godot, Babylon.js
- C#, C++
- JavaScript, CSS, HTML, R, Lua

- Blender, 3DsMax
- Photoshop, Illustrator
- Agile

## LANGUAGES

**Spanish y Catalan:**  
Native.

**English:**  
High level. (C1)