

IRENE ONSURBE CASADO



Game developer

// WORK EXPERIENCE

Falk Medizinische Datenverarbeitung
June - December 2025

Software Developer
Design, implement, of Frontend, Middleware and Backend Software. Using **IDE Suites**. Create and maintain databases with **MS-SQL Server**.

Niomake
Sept.-December 2024

Technical Animator
Face animation with **Audio2face** and integrated in the app with **Unity**

TinyFeetGames
June - September 2024

Sound designer & engineer
Designing and programming the sounds and music with **Metasounds** from **Unreal Engine**.
Videogame: **Uprising:Humanum**

// CONTACT

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Portfolio: <https://nirenee.github.io/>

Lübeck, Germany

[Irene Onsurbe Casado](#)

// ABOUT ME

I am an engineer with experience in game development, looking for opportunities where I can apply my knowledge and skills I enjoy working in teams, learning from others, and tackling complex problems. I am particularly interested in international opportunities that allow me to expand my horizons and contribute to innovative projects.

// LANGUAGES

- English
- Spanish
- German
- Italian

// SOFT SKILLS

- Leadership
- Teamwork
- Creativity
- Management
- Organization

// PROJECTS

Watch out!

[Link](#)

Videogame built in **assembly** language. I was in charge of **the player mechanics**

Relic Raider

[Link](#)

Videogame built in **C++** by a group of 5 students made with our own engine. I was in charge of the **management** of the videogame and the **Enemy's AI**

VR Experience

[Link](#)

An immersive VR experience created with blueprints in **Unreal Engine**, focusing on realistic environments and interactive elements, optimized for seamless performance in **VR**.

// EDUCATION

University of Alicante
2020 - 2025

Multimedia Engineer
specialization in video game development

Politecnico di Milano
February-July 2023

Erasmus

// HARD SKILLS

- Unity
- Unreal Engine
- C++
- Blender