

JORDI PEIRO - GAME DEVELOPER

INFORMATICS ENGINEER WITH THE MENTION
SOFTWARE ENGINEER



CONTACT

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GREENMARKET, Discovery
Studios, DD1 4AJ

SKILLS

- Public Relations
- Teamwork
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

TECHNICAL SKILLS

- GameDev Tools
 - Unity, Unreal Engine 5
- Languages
 - C++, C#, Lua, Java, Javascript, Python, Assembly, SQL
- Web:
 - HTML, React
- Frameworks & tools
 - Supabase, Flask, Git, Docker, Selenium

LANGUAGES

- English (Fluent- C2 level)
- Valencian(Fluent- Native)
- Spanish (Fluent- Native)



GAME DESIGNER/DEV PORTFOLIO:



<https://linktr.ee/jordipeiropuig>



EDUCATION

Bachelor's Degree in Informatics Engineering 2020 - 2025

Escuela Técnica Superior de Ingeniería Informática (ETSINF)-
Universidad Politécnica de Valencia (UPV)

Intensive Programme: Social Implications of Artificial Intelligence 2023-2024

University Cultural Event /Universidad Politécnica de Valencia (UPV)

Graduated with honors in Final Degree Project(a videogame development) 2024 - 2025

Escher's View: A Strategy Video Game with Optical Illusions

Currently Studying MSc in Computer Games Technology 2025- present

Abertay University



WORK EXPERIENCE

Lead Programmer - Research Project 2023 - 2024

Spanish nuclear Safety Council (CSN) -
Polytechnic University of Valencia (UPV)

Technologies used: Python, Supabase (PostgreSQL, REST API).

Lead Programmer - Legifirm StartUp 2025 - present

A software designed to automatize the process of write and emission of legal documents for firms

Technologies used: Python (FastAPI), Supabase, JavaScript, Stripe.



HOBBIES

- Videogames
- Art
- Music
 - Studied trumpet for 4 years at the Professional level in a certified music school.
 - Studied guitar for 4 years at the Elementary level in a certified music school.
- Cinema
- Philosophy