

ADRIÁN RAÑA

About me

I am a VR enthusiast, striving to learn new skills in video game development and push the boundaries of what is possible.

My strengths are gameplay and interface programming, gameplay design and UX design.

Skillset

- Unity
- Godot
- C#
- Git
- Adobe Illustrator
- Adobe Photoshop
- Figma
- VR
- UX
- Android
- Blender

Languages

- Spanish
- English

Additional

- Driver's license
- Full time
- Immediate availability
- Remote Work

Contact

(+34) 646-736-974

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Education

- **Esne Asturias** Videogame Design and Development
2017-2020
- **UDC Ferrol** Industrial Design Engineering and Product Development
2012-2016

Relevant Experience

- **Isletec**
Game Developer
2023-2024
Isletec specializes in the development of games adapted for the elderly.
 - Worked in a mobile game in all stages of development.
 - Polishing and optimization of a PC game using Godot.
 - Design and implementation of new mechanics, UX and interfaces for a trivia game.
 - Design and prototype of minigames for a music game.
- **KOFFI Game Studio**
Lead Programmer
2021-2023
Koffi specializes in creating gamified solutions to address the treatment, management, and prevention of various needs.

Worked on a project targeting dyslexia in children at a crucial age for intervention.
- **Inovace**
Game Developer
2019-2021
 - Worked closely with art and design departments.
 - Developed 3D and 2D games with Unity.
 - Developed VR games with Unity.
 - Worked in online games using HLAPI.
 - Test and QA games.
 - Redacted GDD for a VR escape room.
 - Redacted technical documents and instructions.
- **Grupo PFS Cantábrico**
Gestión Empresarial
Teacher
2020
Taught a 20 hour introductory course for artists and designers with no code experience.

Employment

- **Uniqlo**
London
Customer Advisor
2016-2017
I enjoyed carrying out a large variety of tasks, from collecting orders, organizing the warehouse, cashier or tidying the store to maintain the company's quality standards. What I liked the most was with no doubt the relationship with the clients and the wonderful team with whom I had the pleasure of working.
- **Intermon Oxfam**
Canterbury
Store Volunteer
2009
While I was staying in Canterbury, I took the opportunity to help out in an Oxfam shop. They had an overload of donated items that I helped organize and catalog. I was a great opportunity to improve my English.

Check my portfolio to see my projects:

adrianranagamedev.github.io