

# ADRIÁN RAÑA

## About me

I'm a video game passionate, team worker always thriving to learn new skills.

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

## Skillset

- Unity
- Visual Studio
- C#
- Git
- Adobe Illustrator
- Adobe Photoshop
- Blender
- Substance Painter
- SketchUp
- Unreal Engine
- Reaper

## Languages

- Spanish
- English

## Additional

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

## Contact

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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

- **KOFFI Game Studio**

Lead Programmer  
2021-2023

At our company, we specialize in creating gamified solutions to address the treatment, management, and prevention of various needs. Additionally, we provide video game training both onsite and remotely.

We're currently seeking funding for a project targeting dyslexia in children at a crucial age for intervention. Our goal is to use the power of gaming to improve the lives of those affected by this learning difficulty.

- **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](https://adrianranagamedev.github.io)