



DAVID LUGO-VIÑA PÉREZ

Game Developer and Programmer

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STRENGTHS

- Hard-working
- Adaptative
- Eye for detail
- Team work

SKILLS

- Unity 2D/3D
- UE 5
- Godot
- C#
- C++
- OpenGL
- Java
- JavaScript
- Python
- Kotlin
- GDScript
- Lua
- Groovy
- Markdown
- Git
- P4
- Jira

LANGUAGES

Spanish
Native

English
Fluent

COURSES

- Unity Development
Factoria de Innovación
 2019
- C# Unity Developer 2D
GameDev.tv (Udemy)
 2019
- Unity 2018
Mariano Rivas (Udemy)
 2018


ABOUT ME

Programmer eager to learn and improve my knowledge about videogame development. Good team player and easy to adapt to any development environment.

EXPERIENCE

Game Development Internship


Performance Labs, SL

-  Sep 2025 – Today
- In-depth research into Unity tools and APIs.
- Creation of documentation and educational material on the topics researched.

EDUCATION

Master's Degree in Video Game Programming

Universidad Complutense de Madrid


-  Oct 2024 – July 2025
- Master's program specialized in Unreal Engine programming and C++, taught by industry professionals from EA, Mercury Steam, and others. It delves into areas such as Graphics Programming, Artificial Intelligence, Production, Engine, Physics, UI, and more.
- Master's thesis: Development of the video game: **Lilith: Rise of the Fallen**.


Degree in Video Game Desing and Development

Universidad Rey Juan Carlos

-  Sept 2015 – June 2017 / Sept 2020 – June 2024

PROJECTS


Lilith: Rise of the Fallen, Flaming Dog Studios |  Steam

-  12/2024 – 07/2025
- Bullet heaven game made with **Unreal Engine 5** and **C++**.
- Corruption system, **GAS**, AI, Wave system, Debug tools, and other areas.

Neva Engine |  GitHub

- Educational project following **The Chernob's** Hazel Engine learning to create my own **game engine**.
- OpenGL, ImGui, GLFW and Premake.

Breathdown |  Itch.io

-  02/2025
- Narrative game made in **Unity** for the Global Game Jam 2025. Programmer.
- Post-process effects, camera, and other minor things.

Sink Star |  Itch.io

-  08/2024
- Rhythm game made in **Godot**. UI and gameplay programmer for the Mermelada Jam 3.