

# 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++
- Java
- JavaScript
- Python
- Kotlin
- GDScript
- Lua
- Git
- P4
- Jira

## LANGUAGES

- Spanish ● ● ● ● ●
- English ● ● ● ● ●

## 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.

## 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, Activision, Mercury Steam, and others. It delves into areas such as Graphics Programming, Artificial Intelligence, Production, Net-working, 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 - Present

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

Breathdown | Itch.io  
02/2025

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

Sink Star | Itch.io  
08/2024

- Developed in a week for the Mermelada Jam 3.
- Rhythm game made in **Godot**. Programmer.
- UI and gameplay.

College and Deans | Itch.io  
09/2021 - 12/2021

- University project for web development.
- Roguelike 2D game. Programmer.