

DAVID LUGO-VIÑA PÉREZ

Game Developer and Programmer

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 david-lugo-viña-pérez

 asgardr.github.io

 Asgardr7

STRENGTHS

Hard-working

Adaptative

Eye for detail

Team work

SKILLS



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 Cherno'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.