DAVID LUGO-VIÑA PÉREZ

Game Developer and Programmer

@ daluvipe@gmail.com   in david-lugo-viña-pérez   Asgardr   Asgardr7

STRENGTHS

Hard-working

Adaptative

Eye for detail

Team work

SKILLS

Unity 2D/3D   UE 5

Godot   C#   C++

Java   JavaScript   Python

Kotlin   GDScript   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, Networking, 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.