



Lukas A. Muñoz

Game Developer

Web Designer

Programmer

Madrid, España

+34 649 90 71 99

lukas.a.munoz@gmail.com

lukasamunoz.github.io

Services

Game Developer

Web Designer

Programmer

Personal

Date of Birth: 01 / 12 / 98

Nacionality: Spanish

Lenguajes: Spanish (Native), English (Proficiency)

Creative Game Dev student whose objective is to make games which entertain people and inspire others while learning more and more.

Education

Game Design and Development (2016 - Present)

Universidad Rey Juan Carlos (URJC)

High School (2015 - 2016)

Colegio Sagrado Corazón Capuchinos (CSC)

Language Immersion Courses with family stay (2012-2017)

Enforex, England and Ireland

Summer Language Immersion Courses (2008 - 2011)

King's College Alicante

Skills

Web Design

From web navigation and usability design to its development using HTML, CSS, JavaScript and jQuery.

Front End Programming

Programming of the communication module with Json on the client side.

Back End Programming

Programming of the communication module using API REST or Websockets on the server side.

Game Developer

Game Development knowledge in Unreal Engine, Unity, and for browser and android oriented games.

Software

Photoshop

Animate

3DS Max

Blender

SketchUp

Unity

Unreal

Programming

C++ / C#

Java

HTML / CSS / JS / JSON

Unreal Blueprints

MongoDB



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Other

CSC Short Story Winner (2013)

Contest organized by Colegio Sagrado Corazón Capuchinos

CSC Short Story Winner (2011)

Contest organized by Colegio Sagrado Corazón Capuchinos

Interests

Travelling as far as possible

I love travelling to far-away countries to discover other cultures.

Reading Comics

I enjoy comics that have both good illustrations and stories.

Analising Movies

I like breaking down movie scenes to discover all the meanings behind.

Swimming

"Mens sana in corpore sano".