Ricardo Frías Fernández

About me

Video game developer with experience in Unreal Engine and Unity3D, specialized in the field of programming with C++, blueprints and C#.
Used to working with agile methodologies, great communication skills, teamwork and quick problem solving. Respectful, reliable and with a strong interest in broadening my knowledge.

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Experience

Videogame developer (Unreal Engine) | Oct. 2023 – Feb. 2024
Stardew Crossing | Personal project

- Solo developer in Unreal Engine
- Code in Blueprints and C++
- Mix of 2D and 3D elements

Videogame programmer (Unity3D) | Nov. 2021 – Mar. 2022
Katedral Studios | Remote

- Write code (C#) to implement design ideas
- Writing documentation about new mechanics and progress
- Work hand in hand with design department to iterate over new ideas

QA tester in productivity web application | Nov. 2022 – Oct. 2023
Life At | Remote

- Bug report and feedback
- Regular meetings to update and share new ideas
- Testing of new feature before publishing

Education

Bootcamp in AI engineering
(python & AI) | Ironhacks
remote | Feb 2025 - curr

Master in videogame programming
(Unity3D & Unreal Engine) | Universal Arts School
Valencia, Spain| 2022–2024

Degree in videogame creation and design
Universidad Europea de Madrid
Madrid, Spain| 2018–2022

Degree in Biomolecular science
Canterbury Christ Church University (2 years)
Canterbury, UK | 2016–2018

Other interests

Enviromental volunteering:

Croatia(2024), Cabo Verde (2023), Spain(2021, 2019), Thailand(2018), Nepal (2016)

Sports: Scuba, Ski, Padel

- **Skills**
- C#|C++/Blueprints|GDScript
- Unity3D|Unreal Engine|Godot
- Git
- Gameplay programmer
- Game Design
- UX | UI
- Microsoft Office

GameJams projects
- Global Game Jam Valencia (2023 & 2024)
- Universal Arts School (2022 & 2023)
- Universidad Europea de Madrid (2018 & 2019(staff))

Languages	Extra
Spanish	Driving license
English	Own car
Galician	Relocation