



DANIEL LORENZO

GAMEPLAY PROGRAMMER

◦ DETAILS ◦

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Date / Place of birth

29/05/1999

Barcelona

Nationality

Spanish

Driving license

Category B

◦ LINKS ◦

[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

◦ SKILLS ◦

C++

C#

Lua

◦ LANGUAGES ◦

Catalan - Native

Spanish - Native

English - C1

French - Basic

◦ HOBBIES ◦

Leisure Monitor

Fantasy & Sci-fi Novels

Tabletop RPGs

Video Games

👤 PROFILE

Recently graduated in Design and Development of Video Games, a degree where I have mainly used Visual Studio and Unity, I have worked for four months on mobile development as a Unity Developer on a small team of four people. Currently, I am looking for a full-time job as a Gameplay or AI Programmer.

🎓 EDUCATION

B.D. in Design and Development of Video Games, Polytechnic University of Catalonia,
September 2017 — June 2021

👥 INTERNSHIPS

Unity Developer at Madness Games, Barcelona

March 2021 — June 2021

During four months I worked with an artist, a designer and another developer, making a simple mobile game.

★ PROJECTS

The Underlying Message, Final Thesis

January 2021 — July 2021

The Underlying Message was the final thesis for my degree, where I analyzed how can be politics involved in video games, drawing a parallel with other types of mass media.

The Witcher: Ties of Destiny, 3D Hack & Slash

February 2020 — June 2020

The Witcher: Ties of Destiny is a cooperative game, a tribute to The Witcher series. The project is the result of a team of 30 people, a whole class of students in the third year of our degree.

To create it we developed our own game engine, using a group of open third-party libraries, such as OpenGL, PhysX or Recast, with Lua as our scripting language.

Percularity Engine, Game Engine

September 2019 — December 2019

Programmed from scratch with C++ using open third-party libraries, Percularity Engine was developed by me alongside another student during the third year of our degree.

The Cliffborn Islands, 2D Platformer

October 2018 — December 2018

The Cliffborn Islands is a small video game purely developed with C++ and SDL by myself and another student during the second year of our degree.

🌿 EXTRA-CURRICULAR ACTIVITIES

Big CITM Game Jam at CITM, Terrassa

I have participated twice in this Game Jam, organized by some of my college mates. The first one was in June 2018 and the second in March 2019.

Playtester at Table Flippers, Barcelona

February 2018 — February 2019

Table Flippers was a student initiative where we gathered and play-tested different board games before they were published and provided feedback to their authors.