Francisco Jesús Huerta Hervás

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Over 2 years of experience as a Fullstack Game Developer, currently Team Lead and CTO at Enthariel Games, an indie studio based in Seville. I have experience with Unity in both 2D and 3D, as well as working with the Steam and Nintendo Switch SDKs, personally handling game ports. I specialize in systems development, optimization, tool creation, and team leadership.

PROFESSIONAL EXPERIENCE

ENTHARIEL GAMES   **Sevilla, España**
Team Lead, CTO, and Fullstack Unity Developer.   *March 2023-Present 2025*

- I developed Luminaria: Dark Echoes, a 2D top-down roguelite with gameplay inspired by Vampire Survivors, featuring 4-player co-op, random abilities, upgradeable stats, an in-game shop, and a linear story with collectibles. I led the programming team from day one, as I started as the main developer. The entire game was made in Unity and integrated with the Steam SDK.
- I developed several minigames for *Confinio: Reality Prison*, a visual novel that uses gameplay to support its narrative through a variety of puzzles and casual minigames. Among them, I created a rhythm game, a puzzle involving clock hands, and a small turn-based RPG that adapts based on the choices made in the narrative storyline.

TRECE COMPUTER   **Sevilla, España**
IT Technician.   *March 2021-June 2021*

- I repaired desktop computers, laptops, and mobile devices.
- I formatted and installed operating systems on various devices. I also configured basic environments for standard users.

EDUCATION

IES PROFESOR TIERNO GALVÁN   **Sevilla, España**
Higher Technician in 3D Animation, Games, and Interactive Environments.   *September 2021-June 2023*

IES SAN JERÓNIMO   **Sevilla, España**
Intermediate Technician in Microcomputer Systems and Networks.   *September 2019-June 2021*
Honors: Outstanding Achievement in the entire training course and Top Graduate of the promotion.

ADDITIONAL SKILLS

- Programming in C#, C++, HTML, and CSS.
- Version Control tools such as GitHub or PlasticSCM.
- In-depth knowledge of game engines like Unity and basic knowledge of Unreal Engine.
- Basic English proficiency.