

# Francisco Jesús Huerta Hervás

Sevilla, Spain · [franforge.es](http://franforge.es) · +34 605 04 80 86 · [fjesus.fjhh@gmail.com](mailto:fjesus.fjhh@gmail.com)

Over 2 years of experience as a Game Developer in Unity. Skilled in both 2D and 3D development. Published games on Nintendo Switch, Steam, and Google Play. Specialized in system design, optimization, tool development, and leading small teams.

## PROFESSIONAL EXPERIENCE

### ENTHARIEL GAMES

Unity Developer, Team Lead Programmer & CTO.

Sevilla, Spain

March 2023 - September 2025

- Unity Developer, Team Lead Programmer & CTO (October 2024 - September 2025)
- Unity Developer & Team Lead Programmer (February 2024 - October 2024)
- Unity Developer (March 2023 - February 2024)

- Published video games on Nintendo Switch, Steam, and Google Play, including currently available titles such as *Animal Strikers* and *Luminaria: Dark Echoes*.
- Developed mechanics such as *local multiplayer*, a *lightweight online system (Photon PUN)*, *2D and 3D platformer character controllers*, *turn-based RPG battles*, *generic minigames*, and more using *Unity*.

### FREELANCE

Private tutor with Unity y C#

Remote, Spain

May 2024 - July 2024

- Worked as a support teacher for the Programming module in the Video Game Development degree program.

### TRECE COMPUTER

IT Technician.

Sevilla, Spain

March 2021 - June 2021

- Performed repairs and maintenance on desktops, laptops, and mobile devices.
- Formatted and installed operating systems on various devices. Additionally, configured basic environments for standard users.
- Customer service, handling technical inquiries, providing solution proposals, and sales support.

## EDUCATION

### IES PROFESOR TIERNO GALVÁN

Higher Technician in 3D Animation, Games, and Interactive Environments.

Sevilla, Spain

September 2021 - June 2023

### IES SAN JERÓNIMO

Intermediate Technician in Computer Systems and Networks.

Honors: Top grade throughout the program and highest-ranked student of the class.

Sevilla, Spain

September 2019 - June 2021

## ADDITIONAL SKILLS

- Languages: C#, C++, HTML, CSS.
- Tools: Unity, Visual Studio, Github, PlasticSCM, Unreal Engine.
- Languages (Spoken): Native Spanish, Basic English.
- Game Porting & Optimization (Consoles and Mobile Devices).