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Luis Fernandez

Game Developer

About Me

I'm a game developer generalist with a strong foundation in programming and a deep understanding of multiple pipelines across game production. My experience in gameplay systems, the full 3D pipeline, UI/UX, and technical problem-solving allows me to bridge disciplines and contribute wherever the project needs support. I enjoy taking ideas from concept to implementation, collaborating across art, design, and engineering, and building polished gameplay experiences that feel great to play.

Game Development Experience

Game Developer (Unity Project – Elemental Mastery)
University of Florida – 2024 - Developed a 2D platformer in Unity where players switch between Fire, Frost, and Life orbs, each granting unique buffs (Fire: increased damage and speed, Frost: movement boost, Life: health regeneration). Implemented orb-switching mechanics, player stats, and an Elemental Boss encounter, handling both programming and design responsibilities.

Game Developer (Unity Project – Elemental Escape)
University of Florida – 2024 - Designed and developed a 3D puzzle game where players used elemental abilities to progress through levels and face a dragon boss finale. Built elemental interaction mechanics (fire burning objects, frost freezing blocks), programmed a multi-phase boss encounter with projectiles and cutscenes, and created UI systems, player stats, and overall game flow while handling both programming and design responsibilities.

Game Developer (Unity Project – CapyBun Dungeon Adventure)
University of Florida – 2024 - Developed an asynchronous puzzle-adventure game featuring character-swapping between Capybarda and Spellbun to solve environmental challenges and escape a dungeon. Implemented core gameplay systems, interaction mechanics, camera transitions, UI/UX from Figma designs, and integrated 2D character animations and assets into Unity. Collaborated with a multi-disciplinary team to build a polished, functional game level.

Skills

Programming: C#, C++, Python, Java, JavaScript, Lua, HTML/CSS

Engine & Tools: Unity, Unreal Engine, Roblox Studio, Blender, Maya, Substance Painter, Photoshop, After Effects, Premiere Pro, Toon Boom, Git/GitHub

Knowledge

Technical:
- Gameplay programming
- Game design
- Full 3D Asset Pipeline
- Object-Oriented Programming (OOP) & design patterns
- Agile methods
- AI & enemy behavior
- UI/UX systems
- Data persistence
- Mathematics & physics for gameplay mechanics

Languages:
- English
- Spanish

Education

A.A. General Studies Florida SouthWestern State College - 2016

B.A Digital Art and Sciences University of Florida - 2026