

# Lucía Fernández

Game programmer



## CONTACT



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Madrid, España

Burgos, España

## APTITUDES

Teamwork

Adaptability

Organization

Creativity

Unity 2D & 3D

Roblox Studio

C# programming

Photoshop

Trello / Notion /  
HackNplan

English

Español

I'm Lucía, Game programmer.

I have programming knowledge in C# and  
Luau, experience with Unity Engine, Unreal  
and RobloxStudio.

I have good teamwork skills and  
can quickly adapt to any project!

## TRAINING

2022 Degree in Videogame Creation and Narration +  
Own title of expert in Technical artist  
[Francisco de Vitoria University, Madrid].

2019 Language certificate in English level B2  
[Cambridge Assessment English].

2018 High School degree [IES Pintor Luis Saez,  
Burgos].

2009 - 2017 Elementary music degree specializing in  
ViolIn + 4 professional teaching courses  
[Profesional conservatory of music "Rafael  
Frühbeck de Burgos"].  
Knowledge of Piano.

## PORTFOLIO

Web: <https://harfarf.wixsite.com/porfolio>

Itch.Io: <https://harfarf.itch.io>

## EXPERIENCE

ACTUALIDAD

Game programmer at Toya Play. Engineering department and game development in "Miraculous LadyBug" project. (Roblox Studio, Luau)

2022

Unity programmer at Next Level Studio Ufv. Development department, programming and bug fixing in projects like "Caminos Legendarios". (Unity 2D & 3D, C#, Android, iOS and PC platform)

Porting Programmer Assistant at Zerouno Games. Videogame porting to Xbox and Microsoft Store (Unity C#)

Alpha tester at Péndulo Studios. Testing and feedback.

2021

Unity programmer at MSI Simulation. Programming, bug fixing, optimization, performance and QA testing in projects like: "PokyDrivers" and "Universe Galactic Racing". (Unity C#, Android, iOS and PC platform).

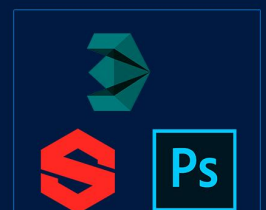
2020

Game programmer at Microsoft. Programming in "Minecraft Education Edition 2020" project. Testing and presentation of the project in schools for 5° and 6° grade students.

Pre-Alpha tester at BlackMouth Games. Bug report and feedback in "Hit'n Rush" project.



## SOFTWARE



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