



# Lucía Fernández

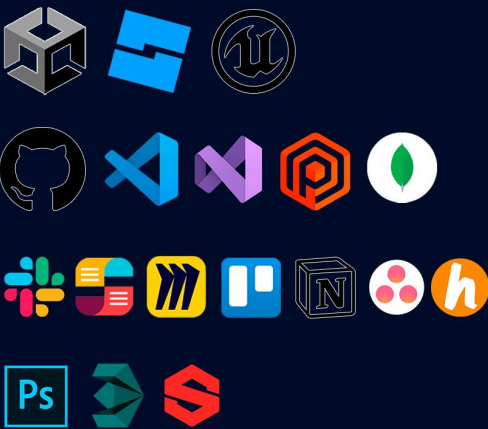
## Game Programmer

Passionate Video Game Developer,  
Experienced in **C#**, **Lua**, **Unity**, **Roblox** and **Unreal**.  
Love working with teams and diving into new skills!

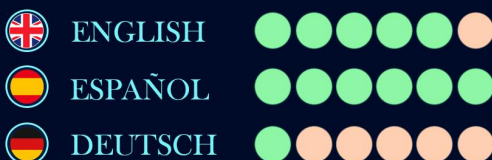
### CONTACT

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### SOFTWARE



### LANGUAGES



### TRAINING

- UFV** 2022 Bachelor of Science in Video Game Development  
Technical Artist Own Title
-  2019 Cambridge Assessment English Certificate B2
-  2018 High School Science Degree
-  2009-17 Elementary Music Degree (Violin & Piano)

### EXPERIENCE

-  22-NOW TOYA PLAY  
Lead Game Developer  
Roblox Studio, Luau
-  2025 FRANCISCO DE VITORIA UNIVERSITY  
Substitute Professor  
Networked Game Design & Multiplayer Systems
-  2022-24 ZEROUNO GAMES  
Game Programmer + Porting Programmer  
Unity, C#, Xbox Porting
-  2021-23 NEXT LEVEL STUDIO UFV  
Game Programmer  
Unity 3D & 2D, C#, Unity VR
-  2022 SITCOM AVALON TECH GROUP S.L.  
Game Developer  
Unity, C#
-  2021-22 MOTOR & SPORT INSTITUTE  
Game Programmer  
Unity, C#
-  2020-21 MICROSOFT  
Game Programmer (Internship)  
Minecraft Education, Command Blocks, Java