



Lucía Fernández

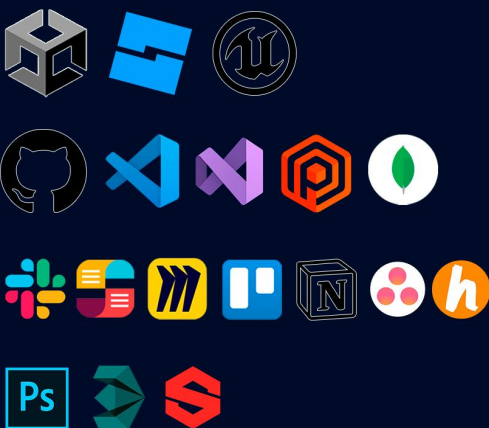
Game Programmer

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

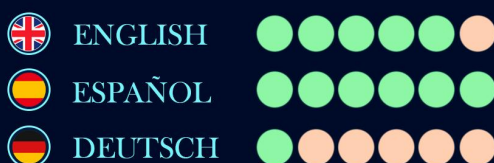
CONTACT

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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, Lua
- 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