



## About Me

I'm a Game designer and programmer who wants to continue learning and working in the Gaming Industry. Videogames have been my number one passion during my entire life, and working on them as my job either designing them or coding them is my go-to goal



## Contact



+34 654092330



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## Hard skills

- Unreal Engine (Both Blueprints and C++)
- Unity
- Perforce & Git
- Consoles porting



## Soft skills

- Quick learner
- Hardworking
- Good teammate
- Always in a good mood



## Languages

- Spanish - Native
- English - B2

# Juan Manuel Núñez Rus

Videogame programmer & designer



## Education

(2017 -2021)

**UNIVERSITY OF MURCIA**

Degree in Computer Engineering

(2021 -2022)

**COMPLUTENSE UNIVERSITY OF MADRID**

Master's degree on Game Development and Design



## Experience

(2021 -2022)

**VIDEOGAME DESIGNER**

22 Studios (Studio made for the Master's thesis)

- Involved in many parts of the design of the game, beginning from the initial idea and developing mechanics.
- Responsible of the technical parts, such as designing how the procedural generation of rooms should work.
- Developed some QoL features and game feedback and effects.

(2022 - Today)

**VIDEOGAME PROGRAMMER**

SUPERLUMEN

- Helped with programming game mechanics.
- Responsible for UI navigation and programming.
- Main responsible for bugfixes at the latter stages of development.
- Refactor and polish of older projects of the company.
- Consoles porting to PS4, PS5, Xbox One, Xbox Series & Nintendo Switch.