

Lorenzo Herrán

Game Programmer

lorenzohs98@gmail.com
Madrid, Spain

Profile

Ambitious Game Developer striving to build the best games out there. A creative thinker, adept in software development and the technology behind videogames.

Employment History

Unreal Engine Developer @ IFEMA LAB, Madrid

03/2023 - Present

Developing and researching innovative solutions for conventions hosted at IFEMA, Madrid's main convention center, and implementing them in real-time products.

Education

Master's in Computer Graphics, Simulation & VR @ U-tad, Madrid

10/2022 - 07/2023

Degree in Videogame Engineering @ UDIT, Madrid

09/2020 - 06/2022

Advanced Vocational Training in Interactive Environments, 3D modeling and animation @ ESTEC/UDIT, Madrid

09/2018 - 06/2020

Higher National Diploma (UK) in Creative Media Production @ UDIT, Madrid

09/2018 - 06/2020

Official certificate of Professional Skills in Computer Programming (600hrs course) @ Móstoles Youth Program, Madrid

09/2017 - 06/2018

Links

[LinkedIn](#)

[GitHub](#)

[Personal website](#)

Skills

Unreal Engine

Unity

C++

C#

OpenGL

Git

Java

Python

Houdini

Embergen

Hobbies

Building Game Engines, programming mods for games or making VFX. I also try to learn some piano.

Languages

Spanish	_____	Native speaker
English	_____	Highly proficient

Internships / Additional experience

Unity Programmer @ 5th Element Gaming, Madrid

07/2021 – 12/2021

Worked in the development of the mobile game "NADURINES", with +500.000 downloads and published for Android and iOS markets.

Unity Programmer @ Isostopy, Madrid

03/2020 – 08/2020

Was part of the team building a truck checking simulator for a truck driving license company in the US. Also formed part of the development of a runner game prototype for marketing purposes.

Junior Java Programmer @ CapGemini, Madrid

08/2017 – 12/2017

Worked as a front-end web developer in a team building a LinkedIn-like social site for enterprise use.

Awards

Most Enjoyable Game audience award @ BIG/Fun&Serious Bilbao

2022

Awarded to *G!RO*, my end-of-degree project. More information about this project in my personal website.

Best Retro Game nominee @ BIG/Fun&Serious Bilbao

2022

Awarded to *G!RO*, my end-of-degree project. More information about this project in my personal website.

Serious Games and Gamifications @ Telefónica's HackForGood

2022

Awarded to *FADE*. More information about this project in my personal website.