



# Luis Javier Moreno Rojas

VIDEOGAME DESIGNER AND DEVELOPER



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## More Information

Driver license - B  
Own vehicle

## Languages

**Spanish:** Native

**English:** B2 (Quality language in action - Certificado Cambridge)

## Soft Skills

Nice communication  
Leadership ability  
Team management and work  
Problem resolution  
Customer service  
Continuous learning  
Flexibility in the face of changes

## Tools and Technologies

Below I show some of the tools and technologies that I have learned to use during my academic training and projects:

- Unity
- Android Studio
- Java
- Python
- JavaScript/HTML/CSS
- RStudio
- C++
- C#
- GitHub
- SQL
- 3DS Max
- PhotoShop

## About Me

Young, eager to learn and passionate about video games. I consider myself a hardworking, communicative and empathetic person who always strives to give their best to create the best possible experiences for the user.

## Academic Studies

**High School Diploma, Technology Track - IES La Cañuela**  
2019 - 2021

**Design and Development of Videogames - Rey Juan Carlos University**  
2021 - 2025

## Work Experience

INbodas - Waiter in "Los Rosales de Cubas"

It brought me:

- Teamwork
- Public facing experience
- Attention to details
- Adaptability

FunTech Rocket - Web Developer

It brought me:

- Proficiency in HTML, CSS, and JavaScript
- Experience in web architecture, APIs, security, and optimization
- Backend development knowledge
- Project management

## Projects

### Development of a Competitive Web Game

In "Echoes of Xyphoria" I had the responsibility of being **Game Designer**. I was in charge of designing the mechanics, dynamics, narrative, characters and settings of the game. Additionally, I participated as **UI Designer** creating the in-game interfaces. The game is currently available on Itchio. [Link](#)

**Tools:** Unity, 3ds Max, GitHub, Substance Painter, PhotoShop, Audacity y Visual Studio.

### Development of a Game for Mobile Devices

In "Fall Of" I had the responsibility of being **Concept Artist**. I was in charge of designing the characters. I also had the role of **Sound Engineer**. The game is currently in closed beta on PlayStore.

**Tools:** Unity, GitHub, PhotoShop, Audacity y Visual Studio.

**You can see all my projects in my portfolio**

<https://lsui14.github.io>