



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

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.

Design of an Animated 3D Stage

In this individual project I designed and modeled a 3D scenario with several of my own animations (herds, controllers...). Additionally, I designed and modeled a 3D character for that scenario with several animations such as walking, running or attacking.

Tools: 3ds Max, PhotoShop, Substance Painter y Unity