



# MANUEL ADELIÑO CONSUEGRA

## GAME PROGRAMMER & DESIGN

### PROFILE

Game designer and programmer with knowledge in other **fields** such as Artificial Intelligence, Big Data, animation, modeling and sound. I have completed programming and design assignments with medium and large teams.

### CONTACT

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### SOFT SKILLS

- Teamwork
- Communication (both languages)
- Creativity
- Time management
- Mediation
- Wide experience on agile workflows

### LANGUAGES

- Spanish
- English (B2.2)

### EXTRA INFORMATION

- B-Class driver license
- 1 Erasmus year on Levanger, Norway
- Volunteering with "Voluntarios por Madrid"

### STUDIES

● <b>Game Design Masters Degree</b> Universidad Complutense de Madrid	2023-2024
● <b>Game and entertainment technologies</b> Nord University (Erasmus Norway)	2022-2023
● <b>Engineering on Game Development</b> Universidad Complutense de Madrid	2019-2023
● <b>Excellence Scholarship on High School</b> IES Valdebernardo	2018

### MAIN PROJECTS

- **Superfighters of Survival**
  - I fulfilled the designer role creating complex AI diagrams and designing and implementing UI models following UI and UX patterns. It was a really good opportunity to test my teamwork skills due to being part of a large 30-person team divided into the main industry areas: design, programming, art, production, and marketing.
- **Wildless**
  - Game made with a built from scratch engine using libraries such as SDL (interface), Ogre3D (Render), FMOD (Audio), Bullet (Physics) and LUA (Scripting language).
- **Paintless**
  - LAN game created by a group of 10 students made with C++ and using SDL, where I sharpened my workflow on agile methodologies and back and front end programming skills.
- To see **more projects** visit **portfolio**

## ABILITIES

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One of the skills that I have and that I consider most important is **teamwork**. I care about establishing trust with my colleagues to have a good working environment. This allows us to organize ourselves and work efficiently, as well as solve conflicts with fewer inconveniences.

- Advance knowledge on programming languages:
  - C#, C++
- Basic knowledge on programming languages:
  - React.js, C, Python, JavaScript, SQL, LUA,
- Advance knowledge on engines:
  - Unreal Engine 5
  - Unity
- Basic knowledge on:
  - Godot
  - Phaser2D
  - Construct
- Tools:
  - Excel
  - Photoshop
  - Adobe Premier
  - Figma
  - Whimsical
  - Blender
  - FMOD
  - Github
  - Perforce