

Marian Angulo Rojo

Game Designer

PROFFESIONAL EXPERIENCE

Collaboration Scholarship – Immersive Lab, Universidad de Deusto

September 2023 – June 2024

- Support in the development and proof of concepts for Virtual Reality projects.
- Management of software and hardware resources for the lab, including installation and maintenance of equipment.
- Technical support in the lab, assisting students with their projects, Bachelor's theses (TFG), and Master's theses (TFM) related to Virtual Reality.
- Participation in open days and guided visits, delivering presentations and demonstrations of the Virtual Reality lab.

EDUCATION

Master's in Game Design

Universidad Europea de Madrid | October 2024 – Present

Bachelor's Degree in Computer Engineering + Video Games, Virtual and Augmented Reality

Universidad de Deusto | September 2020 – July 2024

PERSONAL PROJECTS

Perfect Production | Brackeys Game Jam 2025.1

- Role: Narrative and voice acting – Unity, C#
- Work simulator in a factory where the player uncovers the company's dark secrets.

SHUT UP | Global Game Jam – Madrid, 2025

Award for Most Fun Game (awarded by the Universidad Francisco de Vitoria)

- Role: Level Design and Bubble Programming – Unity, C#
- Driving game where the player must eliminate speech bubbles to avoid angering their companion.

Los Ojos Verdes | Game Jam Cultura Abierta – Madrid, 2024

- Role: Game Designer and Menu Programming – Unity, C#
- A game inspired by the story of Gustavo Adolfo Bécquer, where the player witnesses the growing obsession of a man.



CONTACT

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- 📁 [Portfolio](#)
- 🌐 [LinkedIn](#)

SKILLS

- Programming (C#, Java)
- 3D Modelling en Maya
- Unity
- Unreal Engine 5
- Photoshop
- Miro
- Notion
- Trello