



Miguel Iglesias Abarca

3D Artist & Game Designer

CONTACT ME



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[LinkedIn](#)

TECHNICAL SKILLS



Blender



ZBrush



Substance Painter



C ++



Unity



Photoshop

LANGUAGE



SPANISH

Native speaker



ENGLISH

Highly proficient (C1)



CATALAN

Native speaker



GERMAN

Basic

PROFILE

I am a student of Game Design and Development at CITM, eager to immerse myself in the practical realm of the industry. Highly motivated, adaptable, and enthusiastic about the opportunity to learn from experienced professionals. Seeking hands-on experience to complement my academic knowledge and propel my journey towards becoming a proficient game developer.

EDUCATION

King & THU - Mentorship Program

Representing Inclusion in Gaming | Currently

CITM | Centre de la Imatge i la Tecnologia Multimèdia

Design and development of videogames | Currently

Ramón J. Sender

Bachelor of humanities and social sciences | July 2022

PROJECTS

Spits & Crypts

I led the design team for a 20-person project, a 2D RPG, where I took charge of level design, game balancing, and various other key aspects of development. I collaborated closely with the art and programming teams to ensure a cohesive vision,

Used:



Mind's Abyss

Award-winning 3D cooperative platformer adventure developed for the 7th Gran CITM Game Jam, where players dive into the subconscious realm where a nightmare and a dream must unite to rescue a dying mind.

Used:



Stelar

Award-winning 2D serene journey of logic and creativity under the stars. A puzzle game developed for the 1st Indie Terrassa Game Jam. With no time pressure, immerse yourself in the wonders of the universe at your own pace.

Used:

