MIGUEL PALENCIA DE MIGUEL

PERSONAL INFORMATION
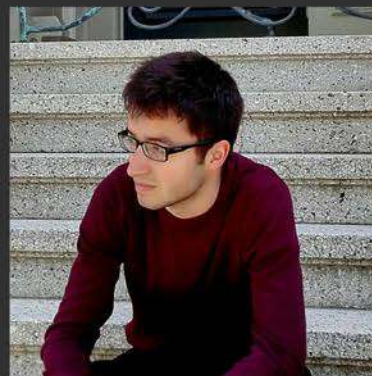
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COUNTRY: SPAIN
LANGUAGES: SPANISH (NATIVE) & ENGLISH
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PERSONAL PROFILE

I am Video game Design and Development graduate and specialized in the programming department at ESNE.

As a programmer, what motivates me the most is to solve the numerous challenges that arise when it comes to the development video game mechanics. I like finding the simplest and fastest solution to solve the problem since this way it is easier for my colleagues. I could say that my main ability is adapting to the different sudden changes that occur throughout the development.

In addition to video game programming, I am interested in audio and how it affects the user. Working in an audiovisual production company I have been able to participate in projects for television, film and radio. Meanwhile I have continued doing programming courses and game jams to improve my skills

TECHNICAL SKILLS

// Knowledge of C++	// Knowledge of Adobe Photoshop
// Knowledge of C#	// Knowledge of Adobe Illustrator
// Knowledge of Js	// Knowledge of 3D Max
// Knowledge of UE4Blueprints	// Knowledge of MaxScript
// Knowledge of Unreal4 Engine	// Knowledge of Azure PlayFab Unity
// Knowledge of Unity3D Engine	// Knowledge of Pro Tools

EDUCATION

VIDEOGAMES DESIGN AND DEVELOPMENT AT ESNE (SEPTEMBER 2015 - JULY 2019)

4TH YEAR
// Graphic Engine and Plugins (C++)
// 3DMax: Maxscript *
// Video game Production
// Middleware: Development tools(C++)
// Advance 3D: OpenGL (C++)
// Advance animation 3D (C++)
// IA (Unity3D/C#)
// Graphic Programming (Unity3D) *
// Final Grade Project

3RD, 2ND & 1ST YEAR
// Curricular Internship *
// Web video game development **
// Object Oriented Programming
// Audio on Video games
// Video game Production *

* S GRADES
** HIGH HONORS

RELEVANT EXPERIENCE

RELIGHT (SEPTEMBER 2018 - CURRENT)

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Gameplay Programmer. I worked in the implementation and programming of game related features.

RESPONSIBILITIES

// Development of interactions with the scenario

// Development of character movement

// Development of camera

// Management of repositories

ACQUIRED KNOWLEDGE

// Ability to plan and estimate your tasks and ensure timely

// Problem resolution

// Creative thinking and attention to details to find solution

INTERNSHIP AT OPENMAGS (NOVEMBER 2017 - APRIL 2018)

HTTPS://WEB.OPENMAGS.COM/ES/

Internship in the programming department. Development of templates for the Openmags platform where the user can customize their own publications.

I made templates about newsletters, magazines, presentations and portfolios. The main code was made in JavaScript.

RESPONSIBILITIES

// Design and create new templates

// Debug code from other programmers

// Redesign and fix old publications

ACQUIRED KNOWLEDGE

// Ability to work with different departments

// Responsive design

PRODUCER AT SIMPLICITY (AUGUST 2020 - DECEMBER 2020)

HTTPS://SIMPLICITY.COM.ES/

Producer on a 3D video for Indra.

RESPONSIBILITIES

// Coordinate different teams

// Resource management

ACQUIRED KNOWLEDGE

// Find the most efficient solution

// Communicate tasks correctly

OTHER EXPERIENCE

ARTIST AT BLUEBERRY STUDIOS (JULY 2018 - MARCH 2019)

HTTPS://WWW.BLUEBERRYSTUDIOS.ES/

// 3D background modeling

// Chroma key illustrator

SOUND TECHNICIAN AT BLUEBERRY STUDIOS (OCTOBER 2019 - CURRENT)

Audio recording and editing in a professional studio. I have also worked in the recording and post-production of audiobooks and podcasts for the Audible platform.

//Task time estimation

// Communication skills