

MIGUEL PALENCIA DE MIGUEL

PERSONAL INFORMATION

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EMAIL ADDRESS: MIGUELPALENCIADEMI@GMAIL.COM

COUNTRY: SPAIN

LANGUAGES: SPANISH (NATIVE) & ENGLISH

PORTFOLIO: [HTTPS://MIGUELPALENCIADEMI.GITHUB.IO/](https://miguelpalenciade.mi.github.io/)



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 C#
- // Knowledge of Js
- // Knowledge of UE4Blueprints
- // Knowledge of Unreal4 Engine
- // Knowledge of Unity3D Engine
- // Knowledge of Adobe Photoshop
- // Knowledge of Adobe Illustrator
- // Knowledge of 3D Max
- // Knowledge of MaxScript
- // Knowledge of Azure PlayFab Unity
- // 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) CURRENTLY PAUSED

[HTTPS://MIGUELPALENCIADEMI.GITHUB.IO/RELIGHT.HTML](https://miguelpalenciade.mi.github.io/relight.html)

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

RESPONSIBILITIES

- // Development of interactions with the scenario
- // Development of camera
- // Development of character movement
- // Management of repositories

ACQUIRED KNOWLEDGE

- // Ability to plan and estimate your tasks and ensure timely
- // Creative thinking and attention to details to find solution
- // Problem resolution

INTERNSHIP AT OPENMAGS (NOVEMBER 2017 - APRIL 2018)

[HTTPS://WEB.OPENMAGS.COM/ES/](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/](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

WEB DEVELOPER AT LADORIAN AS FREELANCE (JUNIO 2020 - CURRENT)

[HTTPS://WWW.LADORIAN.COM](https://www.ladorian.com)

I make responsive landpages for differnt companies . HTML, CSS & Js

RESPONSIBILITIES

- // Make responsive design

ACQUIRED KNOWLEDGE

- // CSS Animation
- // Debug code from other programmers

OTHER EXPERIENCE

ARTIST AT BLUEBERRY STUDIOS (JULY 2018 - MARCH 2019)

[HTTPS://WWW.BLUEBERRYSTUDIOS.ES/](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