Antonio Fernando Vidal Carrasco

Game Designer / Game Developer

EDUCATION

Open University of Catalonia, Catalonia

MSc in Videogame Design and Development   **(02/2024 - 02/2026)**

- Specialized in both Game Programming and Game Design
- Proficient in Unity (C#), OpenGL and Raylib (C++)
- Acquired expertise in Level , UI and Game Design

King & THU

Mentorship program   **(2024 - 2025)**

- Online mentoring opportunity dedicated to aspiring game makers
- Designed a video game addressing inclusion and social issues
- Collaborated on a team project as a Game Designer

University of Malaga

Bachelor in Software Engineering   **(09/2011 - 06/2015)**

- Mastered the fundamentals of Software Engineering
- Specialized in Game Programming and Artificial Intelligence
- Thesis on Autonomous Agents and Enviroment Simulation

PROFESSIONAL EXPERIENCE

Coolblue, Rotterdam, Netherlands

.NET Developer   **(06/2020 - 04/2023)**

- Developed and maintained applications for managing returns, repairs, and second-hand products, automating business logic.
- Worked in an Agile team, requiring strong cross-communication with other teams and third parties.
- Tech stack: C# (.NET Core), Oracle, MySQL.
- Led testing and quality assurance efforts.
- Provided leadership in architectural design, code performance, and reusability.

BestSecret, Granada, Spain

.NET Developer   **(05/2019 - 04/2020)**

- Developed stock and marketing applications for a fast-paced retail e-commerce platform.
- Ensured seamless data communication between webshops, mobile apps, and external agents.
- Tech stack: C# (.NET), Java, AngularJS, SQLServer (NHibernate for high-performance optimization).
- Implemented Docker for scalable containerized applications.
- Integrated Apache Kafka for asynchronous message communication across departments.

CONTACT

Málaga, Spain

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SOFTWARE DEVELOPMENT

C++
C
C#
Java
Python
JavaScript
PHP
SQL

OTHER SKILLS

Unity 3D
OpenGL
MySQL
Oracle Database
Entity Framework

AngularJS
User Experience (UX)
Google Analytics
PrestaShop
Amazon Web Services (AWS)
Software Architecture
.NET APIs
.NET Core
Apache Kafka
Docker
Java EE
Google Maps API
Laravel

Deimos Studio, Málaga, Spain

Videogame Developer   **(04/2017 - 04/2018)**

- Developed UI interactions, including HUD, inventory systems and map generation for the Unity-based games The Tenth Hell: Stygian and Ramona vs The Forces of Love.
- Designed and built the games' websites.
- Tech stack: Unity (C#), Web Development (JavaScript).

ENTREPENEURSHIPS

Bulk & Beauty, Netherlands

Co-founder   **(11/2020 - 04/2023)**

Our goal was to help both the environment and to the customer to be more sustainable on their daily life beauty and sanitizing products.

- Webpage developed in Prestashop(PHP) and development of plugins for it.

Libercar, Spain

Co-founder   **(06/2014 - 06/2015)**

Startup that aimed to facilitate urban transportation by connecting people that needed a ride with people already on the move.

- Developed web applications using Laravel (PHP) for the backend and TypeScript for the frontend.
- Integrated Google Maps for real-time location tracking.
- Built and maintained RESTful APIs for cross-application communication.

PORTFOLIO

https://ouro17.itch.io

https://github.com/Ouro17

SOFT SKILLS

Project Management
Analytical Mindset
Critical Thinking
Teamwork
Multi-tasking skills
Fast-learner

LANGUAGES

Spanish (Native)
English (Advanced)
Japanese (Intermediate)
Dutch (Basic)