

DANIEL PASCUAL LÓPEZ

Game Developer

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 <https://pascualdaniel.github.io/>

TECHNICAL SKILLS

Programming Languages

C++, C#, Java, JavaScript

Graphics

OpenGL, Ray Tracing, Shaders

Game Engines

Unity, Unreal Engine

Web Technologies

React, WebSockets, Node.js.

Tools:

Git, Perforce, Jira, Blender, Substance Designer, Krita

PROJECTS

OpenGL 3D Engine

Developed a custom 3D engine using OpenGL and C++

- Texture and basic model loading.
- Implemented shader loading
- Bling-phong illumination

Raytracing Engine

Implemented a ray tracing engine in C++

- Implemented dynamic light source rendering.
- 3D objects with ray-object intersection logic using aabb.
- Noise and texture loading.

Master's Game Project - Underpacked

Team-based Game Development - Unreal

- Implemented several VFXs such as explosions/trails/footprints/airflow using Unreal's Niagara System.
- Created a system to change the background of the level dynamically depending on the current gameplay event.
- Engineered a modular player respawn system and interactive ship damage mechanic featuring absorbent 'ship holes'.
- Made the player animation system, influencing character interactions and overall game feel, and improving character expressiveness based on usability testing.
- Designed a pipe generation system to ease art asset placement and streamline level design workflows.
- Integrated game sounds using FMOD, allowing the design team to edit the sounds easily.

Game Jam Projects

- Aftermath Fellows - Enemy AI, Tools, Mechanics, VFX.
- Who Are You Again? - VFX, Post Process, Mechanics.
- Big Nanny is Watching - Mechanics, animation systems, UI, VFX, SFX
- Gou -All pixel art, VFX
- Tony Soap Pro Ducker - Mechanics, pixel art.

These projects allowed rapid prototyping, team collaboration, and applying both technical and artistic skills under tight deadlines.

Communication Library & Server

Development of a communication library and a complementary server for integration into the company's software.

EDUCATION

Postgraduate in Videogame Development

Universidad Complutense de Madrid

09/2024 – 07/2025

BSc in Software Engineering

Universidad de Oviedo

09/2018 – 02/2024

WORK EXPERIENCE

Intern, Nuevo Sentido Tecnológico Realidad Aumentada, S.L

01/2023 – 06/2023

Involvement in software development projects, focusing on augmented reality technologies.

Intern, Universidad de Oviedo

10/2020 – 06/2022

Maintenance and replacement of IT equipment, repair of faulty systems, inventory management, and support to faculty with technological infrastructure.

LANGUAGES

Spanish

Native

English

Fluent

French

Lower-intermediate level (A2)