



Miguel Morales

Creative Technologist

HABILITIES

- Video editing
- 2D/3D Anim
- 3D Modeling
- M. Office
- Unity/Unreal
- Python/C#
- 3D Printing
- Admin. Skills
- M. graphics
- SFX/VFX
- Adv. English
- Illustration
- Sound design
- Adobe Suite
- Da Vinci R.
- Z Brush
- Blender
- Data Analysis
- Java/SQL
- Power BI
- Voice Acting
- Hardware R.
- Research skills
- Game Design
- Virtual Reality
- SEO Opt.

APTITUDES

- Leadership
- Communications skills
- Creativity
- Problem solving
- Attention to detail

CONTACT

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PROFILE

Multidisciplinary professional with experience in video game development, digital content creation, and project management. Skilled in leading teams, programming core mechanics, and building communities through creative and technical solutions.



EXPERIENCE

2019-Today | Indie Game Dev.

Designed and programmed original video game projects using Unity and Unreal Engine, exploring genres such as endless runners, psychological horror, and simulators. Implemented core gameplay systems, interactive interfaces, and immersive VR experiences. Managed the full development cycle independently, from ideation and prototyping to testing and publishing demos.

2012-Today | Content Creator

For YouTube and Tik tok; developed and managed a gaming-focused channel, producing scripts, recording, editing, and optimizing content for Spanish and English audiences. Applied organic growth strategies through SEO-driven titles, thumbnails, and descriptions. Built and engaged a loyal community through consistent interaction and creative content.

2020-2022 | Operations & HR Coordinator

In CUSAEM; supervised security operations remotely, ensuring service continuity and incident response. Managed recruitment through social media, streamlining selection processes and vacancy coverage. Maintained and updated Excel databases, producing reports on attendance, staff turnover, and operational control for senior management.

2018-2019 | Game Project Lead

In Astatine; led the development of a VR forklift simulator for operator training and certification. Coordinated a 3-person team, assigning roles and ensuring technical quality while serving as the main programmer. Developed procedural mission generation, scoring systems, and error penalties. Resolved critical bugs, implemented improvements, and presented project progress directly to the client.

2017 | Interactive Media Developer

In Mabe TyP; contributed to the creation of an interactive museum for Mabe, integrating both software and hardware solutions. Collaborated on the design and implementation of immersive digital installations, enhancing visitor engagement through innovative technological experiences.



EDUCATION

2014-2019 | Tecnológico de Monterrey

Bachelor in animation and digital art