



AMARO BLEST

GAME DEVELOPER

PROFILE

Creative and self-driven game developer with a strong foundation in Game Design and Development from UCM. Founder of Random Player Studio, where I design, code, and launch indie games using Unity – with a particular focus on mobile platforms. I started my studies later in life, which fuels my determination to prove what I'm capable of. I regularly participate in game jams to experiment, learn, and collaborate with other creators. While my experience is rooted in mobile game development, I'm eager to explore new areas within the industry and keep growing as a developer.

WORK EXPERIENCE

Programming Intern – Systems & Tools

Runic Dices Entertainment

2025 - 2026

Contributing to the development of internal tools and core systems in Unity to optimize workflows and improve team efficiency. Involved in implementing modular systems, task automation, and technical documentation using Notion. Collaborating closely with designers and programmers to integrate scalable solutions and maintain a clean, efficient architecture.

programmer

Random Player Studio

2023 - PRESENT

Founder and solo developer of independent games under the Random Player Studio label. Responsible for the full development cycle: concept, design, programming, testing, and release. Focused on delivering innovative and high-quality experiences. Deeply passionate about computer science and ongoing creative exploration.

Private Tutor

2022- 2024

Private tutor specializing in game development programming, where I have helped students develop skills in game design and development. Passionate about quality in game development, and committed to sharing my knowledge through teaching.

Operator

Inditex

2018 - 2023

Operator with outstanding experience at Inditex, a prominent company in the textile sector. Demonstrated ability in shipment preparation, task execution, and collaboration in dynamic teams. Committed to efficiency and excellence in all work functions.

Operator

LUÍSSIMÕES

2014 - 2017

Warehouse operator with outstanding experience in high-volume environments. Skilled in task fulfillment, inventory management, and teamwork. Committed to efficiency and quality.

Manager

McDonald's

2007 - 2013

Demonstrating solid leadership and team management skills in a fast-paced environment. Committed to applying these skills to contribute to the team's success in future roles

CONTACT

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EDUCATION

2019 -2024

UCM

- Bachelor's degree in Game Designand Development

HARD SKILLS

- Unity
- C#
- Java
- Blender
- Git
- Jira
- SQL
- HTML

SOFT SKILLS

- Creativity
- Communication
- Teamwork
- Problem-Solving
- Time Management

LANGUAGES

- Spanish
- English