



AMARO BLEST

GAME DEVELOPER

PROFILE

Game Developer with a hands-on, generalist approach to game creation. I work across all the areas required to build a complete game, from concept and prototyping to gameplay systems, programming, and iteration. I have experience developing and releasing indie games, building internal tools and systems, and collaborating in multidisciplinary teams. I mainly use Unity as a development tool, but my approach is engine-agnostic and driven by game design, systems thinking, and player experience.

WORK EXPERIENCE

Programming Intern - Systems & Tools

Runic Dices Entertainment, Denmark (remote) 2025 - 2026

Contributing to the development of internal tools and core systems in Unity to optimize workflows and improve team efficiency. Involved in gameplay programming, including procedural map generation and the implementation of player analytics systems to track gameplay events such as session duration, play frequency, and player retention.

Worked on 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, Spain (remote) 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.

IT & Systems Support

Geodis, Netherlands 2024 - PRESENT

Providing support for internal systems, including CRM usage and operational organization through CargoWise. Contributing to process optimization, data consistency, and structured workflows in a high-volume logistics environment.

Private Tutor

Spain (remote) 2022 - 2024

Private tutor specializing in game development programming, helping students build skills in game design and development.

CONTACT

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EDUCATION

2019 -2024 UCM

Bachelor's degree in Game Design and Development

GAME DEVELOPMENT

- Gameplay Systems
- Prototyping
- Tools & Systems
- Debugging & Optimization

ADDITIONAL

- Blender
- SQL
- HTML
- Java
- Phaser

LANGUAGES

- Spanish
- English