

VICTOR MELIA VILAR

GAME DEVELOPER & QA

CONTACT

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- [Portfolio](#)
- [Itch.io](#)
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PERSONAL INFO

- Date of birth: 09/11/2003
Place of birth: Castelló de la Plana, Spain
Nationality: Spanish
Gender: Male

SKILLS

- QA Testing, Bug Reporting, Multiplayer Playtesting
- Unity, Unreal Engine, ARDK
- Gameplay Programming (C#, C++)
- VFX, Shaders

LANGUAGES

- Spanish (Mother Tongue)
- English (C1)
- Catalan (C1)



WORK EXPERIENCE

- INIT - GameRS (UJI)** Jan 2025 - Apr 2025
AR Video Game Developer
- Developed core gameplay systems and functionalities using C# in Unity.
 - Researched and integrated Augmented Reality features using ARDK and Niantic Lightship.
 - Created and integrated VFX and shaders to enhance visual quality and player experience.
- DAQA** May 2023 - Present
On-Demand manual game tester
- Participated in structured QA testing processes across multiple projects.
 - Conducted multiplayer playtesting, identifying gameplay, balance and network-related issues.
 - Identified, documented, and reported bugs and abnormal behaviors using clear reproduction steps and detailed reports.
- Estudia i Investiga (UJI)** Dec 2021 - Jun 2025
I+D Researcher
- Authored full research papers and conducted research on complex real-time systems, including GPU-parallelized instancing techniques.
 - Researched and implemented Non-Photorealistic Rendering techniques for stylized real-time graphics.
 - Presented research work at national conferences, communicating technical results to academic and professional audiences.
- EDUCATION**
- Master's Degree in Video Game Design and Development** Nov 2025 - Present
UNIR - La Rioja
- Bachelor's Degree in Video Game Design and Development** Sep 2021 - Jun 2025
Universidad Jaume I - Castelló de la Plana
- Acknowledgements*
- Awarded Best Bachelor's Thesis by Gamesis 2025 (Vinaròs).
 - Selected participant for 4 consecutive years in the *Estudia i Investiga* research program organized by the university.