Aitor Lozano

Freelance game developer at PlayMedusa with a decade of experience in Unity3D and a degree in Computer Science Engineering. Passionate about programming, with a focus on videogame development. Also exploring Unreal Engine and Defold, with experience in teaching and web development.

Based in the Canary Islands (Spain), I've been working remotely since 2011, with a proven ability to deliver high-quality projects and collaborate effectively with teams across the globe.

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WORK EXPERIENCE

PlayMedusa

Game Developer   Jun 2011 - Present

- At PlayMedusa, we not only develop our own original games, but also provide services to external clients, ranging from full-scale game design and development to collaborative project support, where we integrate with existing teams and codebases to ensure successful project delivery.

EDUCATION

Universidad de Las Palmas de Gran Canaria

Computer Science Engineer · 2007 - 2013   Jun 2013

LATEST PROJECT

World of Mechs   2024
- Port to Pico VR. SDK backport, game localization and server deployment. (Unreal Engine, C++)

Terra Allia VR   2024
- Steam and Meta port including photon based multiplayer implementation with voice communication. (Unity, C#)

Animal Island   2022 - 2023
- Design and development of mini-games for kids using an AI-based tutor published on a stand-alone Android-based device. (Unity, C#)

Creatures of Aether   2022
- Port to PC (Steam), games updates rework using addressables. (Unity, C#, SteamWorks SDK, PlayFab, Firebase)

SKILLS

- Game development, server backend deployment, team management
- C#, Lua, JavaScript (Astro, React and Node.js), Solidity (Hardhat), Nginx, Docker
- Unity, Defold, Unreal Engine, Git, Rider, nvim, Windows, OSX, Linux

TEACHING

I have teaching experience at two institutions. At EOI, I worked as a teacher from April 2022 to July 2022, where I taught a 110-hour video game development course and developed several minigames to educate students about Unity, C#, game programming patterns, and game feel. Additionally, I was an external teacher at ULPGC from October 2014 to June 2020, where I taught a university expert course in design and game programming, covering subjects such as design patterns, multiplayer and game feel.