

## 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.

## Software development

### PlayMedusa

Game Developer · Jun 2011 - Current

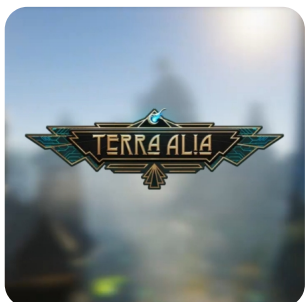
At [PlayMedusa](#) we work on something we love, from home, enjoying the flexible timetable that such a creative activity requires.

We offer third party development services while making our own games in our spare time.

### Some of our games



### Our latest services



## 30 Parallel Games

Lead Developer · Jan 2018 - Jan 2020

- Developed video games using Unity3D + C# and web technologies.
- Photon based multiplayer, HTC Vive and Meta Quest.

Published titles:



- [Terra Alia](#), a multiplayer language learning RPG adventure for [Steam](#) and [Meta Quest](#).
- [Bitponies](#), a blockchain game centered around breedable, collectible, and eventually raceable horses.

## Relativity Studios

Lead Developer · Jan 2017 - Dec 2017

- Led a remote team of 5 in Spain, developing mobile games with Unity3D + C#.
- Coordinated with the main studio in Los Angeles, streamlining workflows and ensuring seamless communication.

Published titles:

- [American Girl World](#)  (iOS)
- [Barbie™ You Can Be Anything](#)  (iOS)

## Teaching

### Teaching at EOI

Teacher · April 2022 - July 2022

- Taught a 110-hour video game development course
- Developed several minigames to learn about Unity, C#, game programming patterns, and gamefeel

### Teaching at ULPGC

External teacher · Oct 2014 - Jun 2020

- Taught university expert in design and game programming
- Subjects taught: design patterns, multiplayer, gamefeel, and development workshops

## Education

### Universidad de Las Palmas de Gran Canaria

Computer Science Engineer · 2007 - 2013

## Skills

### Programming Languages and frameworks

C#, Lua, JavaScript (Astro, React and Node.js), Solidity (Hardhat)

### Software

Unity3D, Defold, Unreal Engine, Git, Rider, Windows, OSX, Linux

### Proficient in

Game development, server backend development, team management