



CELIA CASTAÑOS BORNAECHEA

VIDEOGAME DEVELOPER - PROGRAMMER

CONTACT

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ABOUT ME

I pursue an industry in which all stories, both the ones told and the ones of the people who enjoy them, come from diverse and respectful experiences.

INTERESTS

Videogames Gardening
Crafting Archery

SKILLS

Programming | C++, C#, Java, Python, SQL
Engines | Unity, Unreal
Version control | Git, SVN, Perforce
Languages | Spanish, English

EDUCATION

Master degree on Videogame Development **2021 - 2022**
Complutense University of Madrid

Degree on Videogame Development **2015 - 2021**
Complutense University of Madrid

EXPERIENCE

Spooky Hat Shop **2022**
Master degree project - Programming
Game about store management, crafting and dungeon crawler.
Developed with Unreal Engine.
Gameplay, audio, dialogue system, telemetry.

PadaOne Games **2021 - 2022**
Programming
Projects using Unity and Unreal Engine.
Telemetry, user interfaces, game design, gameplay, code refactoring.

Object identification mobile app **2020 - 2021**
Final Degree Project
Mobile app about materials identification for recycling.
Research on the use of synthetic images to train neural networks.
Qualified with honours.

Archery national team **2014 - 2019**
Professional Athlete
Official Spanish Archery Team member during 6 years.
European and worldwide championships competitor on Cadet, Junior and Senior categories.



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