

David López López

Software & Video Game Developer

Aptitudes

David López

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Game Development: Unity (C#) and Unreal Engine. Gameplay mechanics, shaders and AI.

Programming Languages: C#, C++, Python, Java, JavaScript. All of this is used in the development of games, software, web and mobile apps.

AI: Applied and developed AI to enhance gameplay and automate tasks in Python and C#.

Agile: Scrum. Led teams as developer and Scrum Master to deliver projects on time.

Problem Solving: Troubleshooting and performance optimization in complex software and games.

Leading: Led agile teams. Searching to reach a great collaboration between teams and a clear communication.

Creative Collaboration: Bringing ideas to life through teamwork.

Formation

2019 - 2023

Degree in Video Game Design and Development

Rey Juan Carlos University, Madrid, Spain

- Specialized in gameplay programming, game design, and development.
- Game engines (**Unity** and **Unreal**), artificial intelligence...

2023 - Present

42 Madrid

- Finished the programming bootcamp, improved problem solving and coding skills in a peer to peer environment.
- Currently improving my skills with **C**, **C++** and some other programming languages.

Experience

2023

Lead Programmer

Mental Gaming

- Leading a team of three developers in designing and implementing gameplay mechanics and systems for Unity games.
- Managing project progress, ensuring Scrum is effectively applied to meet deadlines.

2023

Programmer & Scrum Master

Team Chubby Cat

- **Feed Yourself App:** Developed the app's core features, improving user experience through well-structured code and a clean interface.
- **CyberHell:** Contributed to gameplay development and AI implementation for this Unreal Engine game, focusing on optimization and player interactions.

2022 - 2023

Gameplay Programmer & Scrum Master

Team Chubby Cat

- **Chess: Holy War:** Designed and implemented strategic gameplay mechanics, optimizing performance, and AI.

2017 - Present

Freelance Developer

- Developed personal and freelance projects, web and mobile apps, C#, Python, JavaScript.

Achievements

Led Development Teams: Successfully managed teams of up to 5 members, applying Scrum to deliver projects on time and in scope.

AI Implementation: Developed and implemented artificial intelligence systems in games like *CyberHell* and *Chess: Holy War*.

Game Jam Participation: Participated in several game jams, achieving 2nd place while leading a team at the 42Madrid and Madrid inGame game jam. This experience showcased my creativity, teamwork, and technical skills under time constraints. You can find all my participation details on my Itch.io page.