


David López López

Game Developer
Software Developer

Madrid, Spain 14 May 2001

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Driving License B

[LINKEDIN](#) / [PORTFOLIO](#)



LANGUAGES

Spanish Native

English B2

KNOWLEDGE

Unity

Unreal Engine 5

C/C++/C#

Python

Java

Javascript

DaVinci Resolve

Adobe Premiere

Adobe After Effects

Office

Agile Development

INTERESTS

Software & Videogame Development

AI

AR

VR

Video Edition

Teamwork

I am a videogame and software developer with a passion for bringing ideas to life through games and applications.

I have worked on diverse projects as a programmer and leading agile development teams.

My comfort zone lies in developing Unity games with C#, but I am interested in Unreal Engine as a development engine. Additionally, I have developed applications using JavaScript and implemented artificial intelligence using Python and C# for some of my projects.

At the moment I am Studying at 42 Madrid, where I am learning a C programming and expanding my soft skills such as teamwork and thinking outside the box.

Other than that, I have done projects related to web and mobile apps.

EDUCATION

| | | |
|-----------|---|--------------------------------|
| Actual | 42 Madrid Student | 42 Madrid Fundación Telefónica |
| Actual | Unreal Engine 5 & C++ Course | GameDev.tv |
| 2023 | "Experto en Shader Graph Unity" Course | Udemy |
| 2019-2024 | Degree in Video Game Design and Development | Rey Juan Carlos University |
| 2021 | Unity Course | Udemy |

EXPERIENCE

| PRESENT | Lead Programmer | Mental Gaming |
|-----------|---|-----------------|
| 2023 | Feed Yourself App - Programmer & Scrum Master | Team Chubby Cat |
| 2023 | CyberHell - Gameplay Programmer & Scrum Master | Team Chubby Cat |
| 2022-2023 | Chess: Holy War - Gameplay Programmer & Scrum Master | Team Chubby Cat |

| 2017 - Present | Own projects | Freelance |
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