


Fen Nicolás Violant
programmer and game designer


Birthdate: 21/Sept/1998
(21 years old)

+34 618817762

 nicolasviolantfen@gmail.com

 linkedin.com/in/fenshan

 github.com/fenshan

 fenshan.itch.io

Work experience

- **Internship at Lizard Hazard Games, a visual novel game studio** Kouvola, Finland
Programming intern. I coded a card mini game and a phone mechanic in Ren'Py using Python. Feb 2020-August 2020
- **Internship at Isostopy, a VR and AR development company** Madrid, Spain
Programming intern. I worked with several Augmented Reality softwares such as Vuforia, ARCore and Kinect. Nov 2018-March 2019

Education

- **Erasmus, degree in Game Design** Kouvola, Finland
XAMK University August 2019-Current date
- **Degree in Creation and Narration of Video Games** Madrid, Spain
Francisco de Vitoria University Sept 2017-Current date
(2nd year finished with an avg. grade of 9.07 [156 ECTS])
- **EsTalMat Project - a program for Early Detection and Stimulus of Mathematics Talent** Seville, Spain
University of Seville 2012-2016
(graduated in June 2016)

Skills

- **Programming:** C++, C#, Python, Java (intermediate), JavaScript, HTML & CSS (basic).
- **Game engines:** Unity, Godot, Ren'Py, Ink, Construct2, Twine.
- **Multimedia design:** Photoshop, Adobe XD, LaTeX, Spark AR.
- **Project development** Git, Google Drive, Slack, Trello.
- **Languages:** Spanish (native); English (B2); French (B2); Korean (A1.1); Catalan.

Experience as a programmer

I am used to working in a team. Apart from the experience acquired in university projects, I have participated in numerous coding contests and Game Jams. These are some of my personal projects:

- [/break/](#) [May 2020], an interactive experience about anxiety that I co-designed and programmed (5-member team).
- [Chill Thrive](#) [April 2020], a Ludum Dare game in which I participated as music composer and co-programmer (3-member team).
- Prototype of [No Room To Breathe](#) [April 2018], a narrative game for Android that I co-designed and programmed with the intention of bringing the player closer to the experience that a person who is in an abusive relationship goes through (2-member team).

Achievements

- **2019.** Won the *Rapu Game Jam* (an annual Game Jam organized by XAMK) with [Rerecycle](#), a board game about Circular Economy.
- **2018.** *Game of Change award* in the annual Game Jam organized by the UFV.
- **2017 & 2016.** First position at the Team Programming Contest *AdaByron*, organized by the UCM (category of 1st and 2nd course students respectively).

Other interests

- **Music.** I've played cello and piano since I was 5 years old. In 2015, I graduated from Cello Middle Studies by the Professional Music Conservatory of Huelva (Spain), and I am currently trying to learn some music production.
- **Social activism.** I like to fight for social issues. I am part of *FemDevs*, a Spanish association that seeks to give visibility to professional women, students or interested in the development of Video Games. Also, I've been part of the Advisory Committee of the Cultural Center *El Matadero* in Madrid.
- **Languages.** I love learning new languages, although I am very bad at it. I am currently starting to learn Russian.