Ángel Formoso Caamaño

Tools I am proficient with

Tools I can work with

Education

Master's in Programación de Videojuegos (2024 - 2025)
The Core School

Degree in Creación digital, Animación y videojuegos (2019-2023)
Universidad de La Coruña

Languages

Spanish	····················	Native
English	····················	B2
Galician	····················	Native

Contact

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📍 A Coruña, Galicia, España

🔗 Portfolio

About Me

Video game developer specialized in programming, proficient in Unreal Engine and Unity. Proven capacity for self-directed learning, demonstrated by independently leading the complete development of 'Doom of Tools'. My focus lies in implementing robust technical solutions and enhancing game performance.

Skills

- Proficient in version control systems such as GitHub and Fork.
- Experience in 2D and 3D project development.
- Skilled in AI programming using behavior trees and state machines.
- Adept in profiling for improving loading times and optimizing graphical resources.
- Strong understanding of modular design and object-oriented programming to create scalable systems.

Experience

Praenaris [Part-time]   March – September 2024
Lead Programmer

- Responsible for programming and overseeing the **refactoring** and update of the free-to-play video game "Arima Lodge" for PC and mobile devices. Developed in **Unity**.

Little Claw [Collaboration]   November 2023 – October 2024
Enemies and mechanics programmer

- Programmed the main **bosses** of the video game "Lemmy" inspired by Cuphead. Creation of the **core mechanics** for the video game "Piintrusos". Projects developed in **Unreal Engine.**

Vorax Breakout [Final Master Project]   January – On going 2025
Game Architect & Tutorial Lead Programmer

- Design of the core game system **architecture** with a **modular** and data-driven approach for **scalability** and collaboration, and programming of a guided **tutorial system**. **Unity**.

Crealab UDC [Curricular internship]   March – June 2023
Tools programmer

- Programming and design of review tools in **Python** for audiovisual productions using **Autodesk Maya**, along with the initial creation of an automatic rigging solution.

Proyecto Manthanō [Final Degree Project]   March – September 2023
Solo general developer

- Complete development of the 2D video game "Doom of Tools" as a solo project, **self-taught in Unity** from the ground up.

NeonNBullets [Academic Project]   January – June 2022
Gameplay and systems programmer

- Developed a 3D bullet hell video game using **Unreal Engine** with **Blueprints**. Featured in the Weird Market 2022 catalog.