



Lin M. Dotor

- VIDEO GAME PROGRAMMER -

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ABOUT ME

📅 3rd of October, 1989

🏠 Madrid, Spain

💬 Spanish and English

"Video games can be more than just entertainment. They are an adventure; a way to discover new worlds, broaden our horizon. Games can also be amusing, mind-blowing and touching."

TECHNICAL SKILLS

C++

C#

Unity 3D

Wii U

QA

Trello/Pivotal

PERSONAL SKILLS

Critical Thinking

Committed

Self Directed

Task Oriented

INTERESTS



Board games



Art



Education



Cooking



DIY and fixing stuff



PROFESSIONAL EXPERIENCE

PROGRAMMER AND TESTER FOR UNITY 3D & Wii U

Jul. 2016 - Present

PADAONE GAMES. MADRID, SPAIN

In this working stage I took part in two different projects:

- **Zombeers' Wii U port**; performing final testing tasks and additional programming. And taking charge of the Nintendo submission process.
- **Enigma Galdiano**; I get involved in the complete development process of the Augmented Reality Game for Android and iOS; working as programmer using Unity 3D (C#) and Vuforia SDK.

UNITY 3D TOOLS PROGRAMMING INTERN

Jan. 2016 - Jul. 2016

PADAONE GAMES. MADRID, SPAIN

I worked in the development of **Behavior Bricks**, a Behavior Trees (BTs) visual editor for Unity 3D. Expanding the support for Unity 6, and implementing the redesign of the graphic interface.

WEB DEVELOPMENT INTERN

Mar. 2011 - Jun 2011

SOHO IT SERVICES. ASCOLI PICENO, ITALY

In this internship I carry out the mantaining of several websites with the CMS Drupal.



EDUCATION

VIDEO GAME DEVELOPMENT MASTER'S DEGREE

2015 - 2016

COMPLUTENSE UNIVERSITY OF MADRID

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING

2011 - 2015

COMPLUTENSE UNIVERSITY OF MADRID

HIGH-LEVEL TECHNICAL DEGREE IN SOFTWARE DEVELOPMENT

2009 - 2011

I.E.S. LA PALOMA (MADRID)