



01/01/2002

## ABOUT ME

Passionate about video game development, specialized in Unreal Engine 5 and C++. My focus combines technical programming, artificial intelligence applied to gameplay, and the creation of online multiplayer experiences. I have participated in projects of different scales, from prototypes to full developments.

## LANGUAGES

- English: B2
- Spanish: Native

## CONTACT



+34 654158155



luiscd2002@gmail.com



Calle Salvia 5, 28232, Las Rozas de Madrid, Spain

## INTERESTED POSITIONS

- Technical Designer
- Gameplay Programmer
- AI Programmer
- Online Systems Programmer
- Tools Programmer
- Technical Game Designer

# Luis Castellar Domínguez

Degree in interactive product design

Advanced master's degree in video game programming

UDEMY courses in video game development and programming:

- Complete C# Unity Game Developer 3D
- Unreal Engine 5 C++ Multiplayer Shooter
- Unreal Engine 5 C++ The Ultimate Game Developer

## WORK EXPERIENCE IN THE SECTOR

- Graphic Designer at KUBUS (September 2024 - March 2025)

## PROYECTS

- Solo development of **Bullet Gambler**, an online multiplayer video game created entirely in Unreal Engine 5 (C++). Personal project to demonstrate my technical and creative skills in gameplay programming, network systems, artificial intelligence, and multiplayer experience design (2025).
- Programming and development of **NOT MY WAR**, a final master's project video game with over 40 people (2024-2025).
- Programming and development of **TOONKS BATTLE**, a final degree online multiplayer video game (2023-2024).
- Programming a **2D & 3D video game engine**, both programmed in C++.
- Programming a system that regulates video game difficulty based on player skill in Unreal Engine 5 (C++).

## TOOLS

- C# and C++ with Visual Studio or Rider - **(5 years)**
- Unreal Engine - **(5 years)**
- Unity 2D and 3D - **(4 years)**
- GitHub / GitHub Desktop - **(3 years)**
- Blender and Maya - **(3 years)**
- Microsoft Office 365 Suite
- Adobe Applications (Photoshop, Illustrator, InDesign, Substance 3D Painter, Audition, After Effects, Premiere Pro)
- Others (Kryta, HackNPlan, Trello, Gant, Mandate, Jira, and Notion)

## OTHER WORK EXPERIENCES

Private technical drawing classes

- October 2019 - April 2022

Private paddle tennis lessons

- June 2018 - September 2021

Christmas campaign for the Four Seasons in Madrid

- December 2021