

# LUCILA VÁZQUEZ SORIANO

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Disponibilidad: Inmediata



## PROFESSIONAL PROFILE

Graduate in **Multimedia Engineering** from the University of Alicante, with a solid background in **programming and technological development**, specializing in **software development and virtual reality**. I have experience in Unreal Engine (Blueprints and C++) as well as software optimization for immersive environments. Passionate about creating interactive experiences.

I have worked on **videogame creation and testing** in various engines such as **Unreal Engine and Unity**, and I also developed a game in Z80 assembly language for Amstrad. My standout work includes the development of a Virtual Reality Escape Room, where I designed interactive mechanics and tailored the experience for older adults to help prevent cognitive decline.

Used to working on collaborative projects, applying **agile methodologies (Scrum, Kanban)**, which have helped me improve my **communication, organization, project management (GitHub, Trello), and problem-solving skills**.

I am a **creative, proactive, and detail-oriented** person with a strong **work ethic**. I have a high **adaptability to new technologies** and a continuous learning mindset. I am eager to learn and take on any challenge.

## WORK EXPERIENCE

**Intern Developer | Geriátrico Doña Rosa S.L**  
*Oct - Dec 2023*

- Implemented a Client-Server architecture using SocketIO and C++ for multi-user VR experiences.
- Development and testing of a web application for staff task organization.

**Student Guide | University of Alicante**  
*Jan - May 2024*

- Guide for the Student Visits Program and Representative at Academic Orientation Sessions.
- SOFT SKILLS acquired: Effective **communication** and **leadership**.*

## PROJECTS

**Unreal Engine Developer | Final Degree Project - VR Escape Room**  
*Jan - Dec 2024*

Designed and developed a Virtual Reality Escape Room using Unreal Engine with Blueprints and C++, focused on cognitive stimulation for older adults.

- Escape Room Design:** I designed and integrated interactive puzzles that foster diverse cognitive abilities, as well as designed the environments, always keeping the target audience in mind.
- Puzzle System:** Developed a modular puzzle system and optimized execution flow to facilitate project scalability.
- Analysis & Tracking:** Implemented a metric tracking system to evaluate user performance, storing data in JSON format for later analysis.
- Hand Tracking Framework:** Adapted a hand-tracking and object-grabbing system to improve interaction without controllers in VR.

**Technical Artist & Game Designer | Prometheus Ignis Fur**  
*Nov 2022 - May 2023*

A video game project developed from scratch in a team, targeting a limited-hardware machine.

- Level Loader:** Designed a scalable level loading system.
- Scene Interpretation and Conversion Tool:** Developed a script (**Python**) that interprets Blender scene elements and converts them into a structured file format, making it readable for the game and facilitating content creation and loading.
- Performance Optimization:** Adjusted scenes, models, and assets to ensure efficient gameplay, implementing techniques such as **Level of Detail (LOD)** to reduce graphical load and **clipping**.

**Game & Level Designer | Morris.exe**  
*Sept - Nov 2022*

Worked as an artist and game & level designer for Morris.exe, a 2D retro-style puzzle game for Amstrad Z80.

- Learned **assembly language** during the project.
- Finalist at the Valencia Indie Summit 2023, recognized for its puzzles and difficulty progression.

## EDUCATION

**Bachelor's Degree in Multimedia Engineering | University of Alicante**  
*Sept 2019 - Jan 2025*

- Specialization: Digital Creation & Entertainment

**High School Diploma in Science | IES La Mola**  
*Sep 2017 - Sep 2019*

## TECHNICAL SKILLS

- Game Engines:** Unreal Engine (Blueprints, C++), Unity
- Programming:** C++, C, Python, Java, Z80 Assembly
- 3D Design:** Blender, Autodesk 3DsMax, ZBrush
- Tools:** Git, Trello, Teams
- Methodologies:** Scrum, Kanban

## LANGUAGES

- Spanish | Native
- English | Advanced (C1)
- Catalan | Advanced (C1)
- Japanese | Basic (N5)