

# Miguel Lentisco

**Game Programmer** graduated in Mathematics and Computer Science.

[miguellentisco.com](http://miguellentisco.com)

## Contact

Miguel Lentisco Ballesteros  
Madrid, Madrid

[miguel.lentisco@gmail.com](mailto:miguel.lentisco@gmail.com)  
[linkedin:miguel-lentisco](https://www.linkedin.com/in/miguel-lentisco)  
[itchio:MiguelLentisco](https://itchio.com/MiguelLentisco)  
[github:MiguelLentisco](https://github.com/MiguelLentisco)

## Languages

Spanish: native  
English: B2  
French: A2

## Programming

Experienced:  
**C++**.

Effective:  
**C#, Python**.

Intermediate:  
**Java, C** and **R**.

Basic knowledge of:  
**Ruby, Haskell,**  
**Lua, SQL, HTML**  
and **CSS**.

## Technologies

Experienced:  
**Unreal Engine**

Capable:  
**Unity (DOTS)**.

Utilities:  
**LaTeX, Git, Perforce,**  
**SVN** and **MongoDB**.

Others:  
**Android, Kinect,**  
**Keras, scikit-learn**  
and **Tensorflow**.

## Work

- May 2025– **Electronic Arts**  
**Generalist Software Engineer** on **Madden NFL/College Football**.
- July 2023– **Tequila Works**  
Mar 2024 **Unreal Gameplay Programmer** on **The Ancient Mariner**. Worked in all player related systems and gameplay assets. Focused on **GAS** and a mount character gameplay (several movement modes and abilities).
- Nov 2022– **2Awesome Studio**  
July 2023 **Unreal Port Programmer** on **Warhammer 40k: Boltgun** and **Hotel Renovator**. Worked on console **porting**, profiling & optimizing.
- June 2021– **Pendolo Studios**  
Nov 2022 **Unreal Core Programmer** on **Tintin Reporter: Cigars of the Pharaoh**. Worked on many of the core and player systems, several gameplay modes, AI agents and some editor tools like an animation importer.

## Game Projects

- Nov 2020– **2-SMRT TO DIE** Complex 27th Games  
Sep 2021 Worked as Game programmer. Made in Unreal Engine.
- 2021 **Pathlighter, Best Original Game** Global Game Jam 2021 (UCM Site)  
Worked as Game programmer. Made in Unity. Available in **itchio**.
- 2020 **Upnea, Best Original Art Game** StartupCities Game Jam 2020  
Worked as Game programmer. Made in Unity. Available in **itchio**.

## Education

- 2020–2021 **Master's Degree in Videogames Development** Complutense University of Madrid, Spain  
*Specialized in Game Programming.*
- 2015–2020 **Bachelor's Degree in Mathematics** University of Granada, Spain  
*Specialized in Probability and Algebra.*
- 2015–2020 **Bachelor's Degree in Computer Science** University of Granada, Spain  
*Specialized in Computation and Intelligent Systems.*

## Personal Projects

- 2019–2020 **Bachelor thesis - Analysis and modeling of time series with Deep Learning**  
Focused on analysing and modeling complex time series with advanced neural network tools and stadistic-computacional hybrid models.  
**Grade 10/10.**
- 2016–2020 **LibreIM** University of Granada, Spain  
Contributor in a educational group of Computer Science and Mathematics.
- 2015–2020 **Student representative** University of Granada, Spain  
Volunteer work as a student representative in the faculty's board and the faculty's student delegation.