Miguel Lentisco

Game Programmer graduated in Mathematics and Computer Science.

Work

Contact

Miguel Lentisco Ballesteros Madrid, Madrid

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Languages

Spanish: native English: B2 French: A2

Programming

Experienced:

C++.

Effective: **Python**.

Intermediate:

C#, 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. July 2023- Tequila Works

Unreal Gameplay Programmer on an unannounced project. Working in all the player related systems and gameplay assets. Focused on **GAS** and

a mounted character gameplay.

Nov 2022- 2Awesome Studio

July 2023 Unreal Port Programmer on Warhammer 40k: Boltgun and Hotel Reno-

vator. Worked on console porting, profiling & optimizing.

June 2021 - Pendulo Studios

Nov 2022 Unreal Core Programmer on Tintin Reporter: Cigars of the Pharaoh.

Worked on many of the core and player systems, several gameplay mo-

des, Al agents and some editor tools.

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 LibrelM 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.