

Miguel Lentisco

Game Programmer graduated in Mathematics and Computer Science.

Contact

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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**.

Work

- July2023– **Tequila Works**
Unreal Gameplay Programmer in an unannounced project. Working in all the player related systems and gameplay assets. Focused on **GAS** and a mounted character gameplay.
- Nov2022– **2Awesome Studio**
July2023 Worked as **Unreal Port Programmer** on console porting & optimizing Warhammer 40k: Boltgun and Hotel Renovator.
- June2021– **Pendolo Studios**
Nov2022 **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.

Game Projects

- Nov 2020– **2-SMRT TO DIE** Complex 27th Games
Sep2021 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 estadistic-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.