


# MIGUEL RICO FEO


Video Game Design and  
Development student about to  
graduate  
**Programmer** with experience  
in **Game Jams** and **Unity**  
projects.

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 [miguelrico2031.itch.io](https://miguelrico2031.itch.io)

 [github.com/miguelrico2031](https://github.com/miguelrico2031)

 **Portfolio:**  
[miguelrico2031.github.io](https://miguelrico2031.github.io)

## EDUCATION

2021- **Degree in Video Game**  
2025 **Design and Development**  
Rey Juan Carlos University

## LANGUAGES

Spanish (Native)	English (C1)	French (B1)
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## ABOUT ME

Hi! I'm Miguel, and I'm a videogame programmer since I was 12 years old, when I created my first game in PowerPoint. Since then, I've kept programming and learning, which led me to study Video Games at the university.

Now I'm looking for a company to do my internship. My dream is to be part of the development team of a AAA video game, so I'm focused on finding a big company that works on large scale projects, where I can further develop my skills as a programmer.

I have developed several video games in Unity for Game Jams, in which I have participated with my team, achieving first place twice. This, as well as all the group projects at the university, has helped me a lot to learn teamwork.

I am currently developing a multiplayer online video game in Unity, and improving my C++ skills.  
Check out my game portfolio!

## SKILLS

- |           |        |                  |            |
|-----------|--------|------------------|------------|
| • Unity ♦ | • C# ♦ | • C++            | • OpenGL   |
| • HTML5   | • CSS  | • JavaScript ES6 | • Phaser 3 |
| • Python  | • Java | • CUDA           | • GitHub   |

## PROJECTS

- Soulamander** (1st place in the GameScholars 2nd Edition 2023)
- Platform game where you possess golems to advance through levels full of challenging obstacles.
  - Unity (C#), Metroidvania-like mechanics, level design.

- KEYSMASH** (1st place in the Gamegen Game Jam 2023.)
- 2D action roguelike where you recover lost keys and unlock special abilities.
  - Unity (C#), development of basic enemy AI and character abilities.

- Rat in a Box** (2nd place in the Virtual Core Game Jam 2024)
- Puzzle game where you help a rat to reach a button by overcoming obstacles.
  - Unity (C#), pathfinding, level design and puzzle mechanics.

### Defense of the Pumpkin Patch

- Tower defense game where you protect pumpkins from farmers, ghosts and zombies.
- Unity (C#), tower defense mechanics design, design patterns for game systems.