

MIGUEL RICO FEO

Junior C++ Programmer / Game Developer with industry experience in Unity development.

miguelrico2031@gmail.com | linkedin.com/in/miguelrico2031 | miguelrico2031.itch.io
github.com/miguelrico2031 | Portfolio: miguelrico2031.github.io

Hi! I'm Miguel, and I've been programming video games since I was 12. I'm looking for an entry-level programming position, either in software or game development, especially in C++.

I have industry experience from a previous internship, where I worked on porting Unity games to multiple consoles and contributed to the development of an AA project. I've also taken part in several Game Jams with my friends, which helped me grow both technically and in teamwork.

I'm especially interested in joining a company that develops large-scale projects, where I can keep learning and contribute as a programmer alongside experienced professionals.

Check out my [portfolio](#)!

EDUCATION

Degree in Video Game Design and Development at Universidad Rey Juan Carlos

- 2021-2026 (Final year student)

EXPERIENCE

Video Game Development and Porting Intern | Artax Games | Madrid, Spain

January 2025 - April 2025

- Ported Unity games to PS4, PS5, Nintendo Switch, Xbox One, and Xbox Series using each platform's SDK
- Contributed briefly to the development of an AA video game alongside the studio's core team
- Automated Unity build processes for multiple platforms using Jenkins (CI/CD)

SKILLS

- Programming languages: C++, C#, HTML/CSS/JavaScript, Python, Java, SQL, GLSL
- Frameworks and tools: Unity, Netcode for GameObjects, Git, OpenGL, CUDA, SFML, CMake, Spring, Jenkins, Jira, Nintendo Switch SDK, PlayStation 4&5 SDK, Microsoft GDK, Steamworks SDK
- Languages: Spanish (native), English (C1), French (B2)

PROJECTS (MANY MORE IN MY PORTFOLIO!)

Stratum | 3D multiplayer online card game | Unity, C#, Netcode for GameObjects

- Programming of all the card game systems using an MVC scheme, programming of communications between players (Listen Server architecture), lobby programming and basic Matchmaking system. Creation and design of shaders and particles for visual effects.

ECS physics engine | Physics library for video games that uses ECS to improve performance | C++

- Programmed all the physics engine components such as spatial hashing broad phase, collision impulse resolution, and the ECS architecture.

Defense of the Pumpkin Patch | Class Project | 3D Tower Defense game | Unity, C#

- Programming of the main Tower Defense mechanics (towers, enemy AI, simple economy), implementing Design Patterns such as State, Command and Service Locator.

Soulamander | 1st place in the Game Scholars Game Jam 2023 | 2D Puzzle platformer | Unity, C#

- Programmed all the platformer mechanics, puzzles, scripted events, cinematics, UI programming, VFX and post processing.