

# MIGUEL RICO FEO

Video Game Development student with industry experience in Unity and console porting.

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

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

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

I'm especially interested in joining a company that works on large-scale projects, where I can keep learning and contribute to the development of great games alongside experienced professionals. Check out my game [portfolio](#)!

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## EDUCATION

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

- 2021-2025 (Final year student)

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## EXPERIENCE

Video Game Development 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)

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## SKILLS

- **Programming languages:** C#, C++, HTML/CSS/JS, Python, Java, SQL
- **Frameworks and tools:** Unity, Git, OpenGL, CUDA, SFML, CMake, Jenkins, Jira
- **Languages:** Spanish (native), English (C1), French (B2)

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## PROJECTS (MANY MORE IN MY PORTFOLIO!)

**Tetris Clone** | Personal project | Tetris clone made to improve my C++ skills | SFML, C++

- Programmed all the original Tetris's core features and some additional ones. Optimized several aspects of the game.

**Stratum** | Class project | 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.

**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.