



Miguel López

Video game developer

Video game programmer with over **15 years of experience**, specialized in **Unity**. I have worked on commercial projects covering the entire development cycle, from prototyping and technical validation to release and live production support.

I have experience with multiple languages and technologies, including **.NET**, **C/C++**, **Java/Kotlin**, **web** development, **SQL**, **Steam**, **XR**, as well as integrating third-party services and APIs commonly used in **free-to-play** games (monetization, analytics, live ops).

In addition to my technical role, I have held leadership positions as a **producer**, **designer**, and **director** at **Koron Studios**, a company I led for seven years prior to its acquisition.


I consider myself a versatile, results-driven senior professional, with a strong focus on architecture, code quality and maintainability, and teamwork within collaborative development environments.

Contact

 Seville, Spain

 mlopez.gamedev@gmail.com

 mlopez-gamedev

 <https://mlopez-gamedev.github.io>

Skills

- Unity
- Godot
- Unreal
- C#
- C++
- Software design
- XR development
- Web development
- Git

- Game design
- Game Feeling
- Monetization
- UX
- Live Ops
- Narrative
- Scrum

Achievements

- **15+** years of experience
- **50+** games developed
- **11** professional games
- **15+** courses and certifications
- **1** company founded and sold

Languages

English - B2

Relevant experience

OddersLab | Seville

January 2024 - Present

Fullstack game programmer

- Analysis, documentation and development of **XR game** features in **Unity**.
- Support to the backend department programming Rest API features in **Node.js**.

Koron Studios | Seville

March 2021 - January 2023

CEO, Game designer and Game programmer

- Business and product **management**.
- Comprehensive **game design**: systems, UX, monetization, LiveOps, balancing.
- **Unity programming** for LiveOps and product improvements.

Koron Studios | Seville

May 2016 - February 2021

Co-founder and Game programmer

- Development of idle games F2P for mobile devices using **Unity**.
- Facilitating production with **LEAN** and **Scrum** methodologies.

KOTH Studio | Madrid

March 2015 - December 2015

Game designer and Product manager

- Full analysis and **game design** of video games for **iOS** and **PlayStation 4**.
- **Production** planning and **team management**.
- QA management and supervision of compliance with platform requirements.
- Technical support programming in **Unity 3D** and **PHP**.

Relevant education

CICE

October 2013 - June 2014

Game Design and Producing

European University of Madrid

September 2010 - July 2011

Master degree in Game Design and Programming