



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

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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