Miguel López
Video game developer

Contact

📍 Seville, Spain

✉ mlopez.gamedev@gmail.com

in 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
- **9** professional games
- **1** company founded and sold

Languages

English - B2

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 and 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.

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