





Contact

 Seville, Spain

 mlopez.gamedev@gmail.com

 mlopez-gamedev

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

Skills

- Unity
- Godot
- Unreal
- C#
- C++
- Web development
- Software design
- Clean Code
- 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 - B1

Miguel López

Video game developer


I am a video game developer with over 10 years in the industry, specialized in Unity programming and experienced as a free-to-play game designer.

After 7 years dedicated to developing idle games for mobile devices, I sold my company, Koron Studios, to pursue new challenges in game development.

I currently work at Odders Lab, where I develop Virtual Reality and Mixed Reality games for the renowned fitness brand Les Mills.

I am open to contributing my expertise to projects where I can deliver value while continuing to grow professionally.


Relevant experience

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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**.
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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.
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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.
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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

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CICE

October 2013 - June 2014

Game Design and Producing
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European University of Madrid

September 2010 - July 2011

Master degree in Game Design and Programming