Miguel Mur Cortés

📍 Zaragoza, Spain

mmurcort@gmail.com ✉
Linkedin 💼
Github 🐙

Knowledge

- **Coding languages**
  Amplia experiencia on **C++** - **C#**
  Familiar with **JavaScript – C – Python – LUA**

- **Workflow**
  Ample experience on agile methodologies such as **Scrum** or **Kanban** and the version control program **Git**

- **Libraries & tools:**
  Audio: FMOD Studio **–** FMOD API **–** Reaper
  Development environments: Unity **–** Android Studio **–** VSCode
  Additional tools: SDL2 – Box2D – Ogre3D – OpenGL – Telegram Bot API – Blender – NumPy **–** Bullet

- **Multi-platform development**
  PC/Android – PC/PS4

Projects

- **PTSD-Engine** 🔗
  3D-Game engine written on C++ which allows users to create videogames with custom assets and logic, all described in LUA scripts. It also uses Ogre3D, FMOD, and bullet, among other technologies.

- **Massively Multiplayer Telegram Fantasy Game (MMOTFG)** 🔗
  Framework that allows users to create conversational RPG adventures played via Telegram bots. Implemented on .NET and integrated with a Firebase database.

- **Programa de Convivencia Espacial (PCE)** 🔗 *– Space coexistence Program*
  Online party-game developed on C++, with SDL rendering and data-oriented.

- **0h n0! y FlowFree** 🔗
  Versioned copies of the games 0h n0! and FlowFree, implemented on Android Studio and Unity respectively. Cross-platform development was followed so both games could be played on Android and PC.

Education

- **Bachelor's degree on Game Development** – Universidad Complutense de Madrid
- **English** – B2 Cambridge certified and several visits to the Netherlands and Canada for language immersion projects
- **Japanese** – Nōken 5 certified
- **Spanish** – Native