MIGUEL FERNÁNDEZ ARCE

GAMEPLAY PROGRAMMER

PROFILE

I am a proactive and mainly self-taught game programmer who enjoys working with talented people and love to learn new technologies and face new challenges every day.

This feeds my strong desire of self-improvement. So it is that I thrive in a fast-paced environment surrounded by a multidisciplinary team with which create fantastic games.

SKILLS

- **C++** and C#
- Experienced with **Unreal Engine 4** and Game Engine architectures.
- Proficient with creating AAA-like Mechanics and Tools.
- Experienced in software architecture design.
- Experienced in **AI techniques** such as Complex Perception, Behaviour Trees and Combat.
- Trained in **Agile**, **Scrum** and other production methodologies.
- Background experience in Backend and Rest development
- Understanding of other disciplines like Texturing, Modeling or Sound Design.

CONTACT

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SOCIAL

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OBJECTIVE

To obtain a position at a AAA game development studio as a gameplay programmer. Also, to gain an even greater knowledge of the video game industry, game programming techniques and algorithms, and to utilize the skills I've learned over the course of my career.

EXPERIENCE

Frontwire Studios LLC, Tampa, Florida   March 2017 - Present
Gameplay & AI Programmer

- Worked on **Galaxy in Turmoil**, a cyberpunk based shooter game.
- Created and implemented native gameplay systems, plug-ins as well as proprietary tools with **Unreal Engine 4** and **C++**.
- Managed developers team to follow common goals and production.
- Worked with Third Parties and other developers to develop optimised and robust game modules.

Piperift, Madrid, Spain   February 2016 - May 2017
Director & Programmer

- As **Creative Director** and **Main Programmer** my job was to ensure the conclusion of the project, maintaining the overall vision of the project, while creating robust tools for the team.
- Developed a **C++** core plugin containing all game features like Entities, Quests, AI and Procedural Generation.
- Created mechanics for various genres: Stealth, Platforms and Roguelike.
- Projects worked on: Before You Die, Etereo and Mr Brian
- Managed production and publishing on Itch.io.

MIGUEL

FERNÁNDEZ

ARCE

REFERENCES
Please contact me so I can send you their contact information.

INTERESTS
Video Games,
Running,
Films and Animation,
Reading

Wild Totem Games, Madrid, Spain December 2015 - June 2016
Programmer

· Worked on Soulless, a 3D Side-Scroller game developed in **Unreal Engine 4** for **PlayStation** Talents.
· Designed and implemented all Gameplay Systems including Movement, Object or NPC Interaction, deaths, Dialogues and Camera Behaviours.

Oldsports Game Studios, Remote October 2015 - January 2016
AI Programmer

· Responsible for designing and programming AI systems on Electroshift, a FPS game, as part of Square Enix Collection.

Demigod Studios, Athens / Remote December 2014 - July 2015
AI & Lead Programmer

· Developed features like Crowd Behaviours or Unit Control for After the Fall, an RTS game.

EDUCATION

ESNE 2015 - 2019
Degree in Game Design and Development

H4ckademy, Google Campus Madrid 2015
Alumni
Involved in some Big Data open source projects:

· Developed a **Backend** service with **NodeJS & MongoDB** for a dashboard application that could connect to any API.
· Published Arise, a procedural 3D runner game, on the Play Store.

Ironhack 2014
Alumni
Intensive web development bootcamp:

· Learnt methodologies, frameworks and technologies as HTML5, CSS3, Javascript, clean Back-End coding with **Git**, Rails, MVC and more.
· Learnt **Agile** management and how to become a digital builder applying all your new skills to build a real product and present it at a demo day.

ACHIEVEMENTS

· Best Game of 2017 (Global Game Jam 2017)
· Best Player Experience (Global Game Jam 2017)
· Best VR Game (Global Game Jam 2017)
· Guest Speaker at Video Game Army's community - 'Introduction to UE4'
· Best Viable Product (Global Game Jam 2016)