



Miguel Fernández Arce

AI & Gameplay Programmer

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Mission & Profile

Hi!

I am a Game Programmer passionate about AI and Gameplay, but also interested in networking and Backend.

For more than 3 years I have been involved in several projects, from RTS to MOBA games, programming AI, Mechanics and Gameplay with Unreal Engine 4 and Unity.

I am a self-taught guy 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 I thrive in a fast-pace environment surrounded by talented people.

I want to be part of a project that allows me to grow as a professional game developer.

Strengths & Skills

I am a very proactive and self-motivated person. This allows me to love what I do and to learn fast.

Even if I don't depend on languages, I usually work with C++, C# or JavaScript.

I enjoy working with Unity and Unreal Engine 4 using Git or Perforce.

Want to grow on Artificial Intelligence and Gameplay programming while, in the future, I would like to become a Creative Director to make players experience what games made me feel too.

Experience

Project Director & Programmer

Feb 2016 - Aug 2016

PipeRift - Etereo

Worked on Etereo, a 3D platform-adventure game developed in one month. My roles in the project were Direction, Production, Programming and Level Editing.

My job was to ensure the conclusion of the project, maintaining the overall vision of the project, while, as the only programmer I worked on all the systems, from core development to AI and Gameplay.

Project Director & Programmer

Feb 2016 - Aug 2016

PipeRift - Mr.Brian

Mr. Brian is an immersive First Person Stealth game developed in Unreal Engine 4 originally created for the LudumDare 34.

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Experience (continuation)

As the project director I manage the team and guide the game pipeline and art style. I am in charge of designing and programming the immersive gameplay, mechanics and AI. I also work with Substance Painter and Designer while texturing the models and design levels and lighting while working with the scriptwriter.

Programmer

Dec 2015 - June 2016

Wild Totem Games - Soulless

Soulless is a 3D Side-Scroller game developed in Unreal Engine 4 for PlayStation Talents.

When I arrived I was the only programmer on the project. I designed all the Gameplay Systems including movement, interaction with objects or NPCs, deaths, dialogues and other elements like automatic dragged boxes and camera behaviours.

AI Programmer

Oct 2015 - Jan 2016

Oldsports Game Studios - Electroshift

Responsible for designing and programming all the AI systems on the next Oldsports Game Studios title, Electroshift as part of Square Enix Collective.

Alumni

Jun 2015 - Aug 2015

H4ckademy

Involved in some open source projects.

I develop a Backend service with NodeJS & MongoDB for a dashboard application that can connect to any API. You can find it at github.com/thewildboard/wildboard

I learned the process of publishing on the Play Store developing a simple procedural runner game, Arise.

AI & Lead Programmer

Feb 2015 - Jul 2015

Demigod Studios - After The Fall

I started in Demigod Studios as **AI Programmer**, developing AI behaviours for entities in a RTS game.

I had the opportunity to work as Lead Programmer when the position was open, managing a small team of four programmers.

As a Lead Programmer, I learned how to organize the workflow and tasks for me and my team, and also how to work with different profiles of people in the industry.

I left the company because I was admitted on H4ckademy, a good opportunity for my career.

Web Development

Jul 2014 - Aug 2014

Ironhack

Intensive web developer course. Learning skills, languages, frameworks and technologies as Javascript, HTML5, CSS3, clean Back-end coding with Git, Ruby on Rails, MVC and more.

Learning agile management and how to become a digital builder applying all your new skills to build a real product and present it at the demo day.

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