PERSONAL INFORMATION	**Miguel López-Bachiller Rey**

- Madrid (Spain)
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- Skype miguel2012

Date of birth 20 Dec 1988 | Nationality Spanish

JOB APPLIED FOR	Game designer

EDUCATION AND TRAINING	

1 Oct 2014–1 Jun 2015

Master's Degree in Video-games design and development PlayStation First

Technical University of Madrid, Madrid (Spain)

- **Videogame Design:**
- Full design of a videogame, from the initial concepts, to the Product sheet until the Game Design document.
- Characters and level development.
- Level and gameplay features design.
- Tools: Microsoft Onenote, Googledrive, Xmind, Text editors.

Programming:
- Basic use and knowledge of OpenGL.
- Knowledge and use of Unity3D.
- Basic use of git Repositories.
- Knowledge of several IDEs for development: Eclipse, Monodevelop, Microsoft Visual Studio, Sublime text.

Art:
- Basic knowledge in 3DS Max and Photoshop

Sound:
- Basic knowledge in Adobe Audition and Adobe Premiere

2006–2014

Degree in Mathematics

Universidad de Salamanca, Salamanca (Spain)

General Knowledge:
- Probability and statistics: Applicable for sampling, analysis and evaluation of large amounts of data, and drawing of conclusions from the results.
- Algebra: Capacity to use abstraction to solve specific problems.
- Analysis: Using complex numbers, solving integral multivariable and capacity for logical reasoning to prove theorems.
- Geometry: All kinds of matrix operations, creation of databases in multiple dimensions and sorting functions.
- Differential Geometry (Local and Global): Definition and classification of curves in a Euclidean

space, applicable to real life to calculate trajectories.

- Combinatorial analysis: Counting of items in finite sets.
- Numerical analysis: scheduling algorithms to solve specific computational problems.

Professsional knowledge

- Solving of all kind of calculus problems and other abstract concepts
- Use of LaTex to write mathematical documents and basic use of tools (like SPSS or Wolfram mathematica) to solve statistic and numerical calculus problems

Sep 2011–Jun 2012	**First year in Computer Engineering**

Universidad de Salamanca, Salamanca (Spain)

General knowledge:

- Java and C/C++ use and basic programming knowledge

- Capacity to work within diverse programming environments: Eclipse, Microsoft Visual Studio, NetBeans or Code::Blocks.

Professional knowledge:

- Professional skills (Troubleshooting through programming).

WORK EXPERIENCE

Jan 2014–Feb 2015	**Senior Editor**

PyPHeroes

- Article editor and DTP responsible for the site PyPHeroes.com.

- Producer and editor of audiovisual content for PyPHeroes.com and the main Youtube channel.

- Image editor with Photoshop for its use in articles and social networks.

- Responsible for collaborators at PyPHeroes.com.

- Streamer for PyPHeroes.com.

27 Jun 2014–29 Jun 2014	**Conference assistant**

Gamergy, Madrid, Recinto IFEMA (Spain)

- Customer service.

- Organization of face-to-face tournaments.

- e-Sports tournament referee.

- Computer maintenance.

- Diagnosis and troubleshooting of Hardware, Software and Net problems.

Nov 2015–Present	**CEO, Game designer and programmer**

Iter Games, Madrid (Spain)
www.itergames.com

- Find new roles to fill vacant positions

- Manage the production of the video game and pitch it to potential investors or publishers.

- Document and create the systems of the video games developed, from prototypes to a vertical slice to a fully released game.

- Programming the core mechanics of the video game or prototypes in development, as well as iterating through the code to fix bugs and improve the overall performance.

Business or sector Videogame development

PERSONAL SKILLS

Mother tongue(s)   Spanish

Other language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
B2	B2	B1	B1	A2

English

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills

- Good skills in oral and written communication obtained thanks to my experience as a teacher for children (Secondary Education Level)

- Good domain and experience in expressing ideas to detail, acquired as game designer and leader of the Final Master Project Team

Organisational / managerial skills

■ Organisation skills acquired in the Master's degree as the team task manager and while being CEO at Iter Games coordinating several work-groups to get the tasks done.

■ High troubleshooting capacity and negotiation and decision making skills.

■ Leadership attitude (I've managed teams up to 6 people using SCRUM).

■ Teaching capacities acquired as a private teacher.

■ Teamwork capacity acquired while working elbow to elbow while developing video

Job-related skills

■ Knowledge of game engine Unity 5

■ Knowledge rendering and animation 3D program 3DS MAX

■ Medium level knowledge in C, C++ y C#, and basic programming skills in Lua.

Game Master in Role-Playing Games:

- "Pathfinder" with groups of 4-5 players, creating own adventures and a whole setting/campaign called: "El auge de los señores de las runas" (The rise of the Lords of the Runes)

- "Dungeons and Dragons" 3.5 with groups of up to 7 players. With my own campaigns and fantasy universes as Dragonlance or own created universes.

- "Vampire: Dark Ages": a group of 10 players with a campaign set in Avila's Middle Age around year 1200 (A. D.) and narrator of the "Transylvania Chronicles".

- Good knowledge of many other Role-Playing system: "The call of cthulhu", "Legend of the Five Rings", "Mage: The Awakening" or "GURPS" among others.

■ Basic knowledge of Blizzard's map editor Galaxy.

Enthusiast player of video-games since 10 years old. Current proud owner and user of:

■ New Nintendo 3DS, Nintendo Switch and PC.

Player of all sorts of games with puzzles, RPGs and adventures as soft spot. I enjoy trying the new arrivals to keep up to date regarding game mechanics and F2P micro-payment systems.

■ Preferred game styles: RPGs (Final fantasy, Golden Sun), RTS (Starcraft), TBS (XCOM, Fire Emblem, Final fantasy Tactics), Adventure (The legend of Zelda, Okami, Murasame: The Demon Blade), Puzzles (Tetris), Simulation (SimCity, Elite: Dangerous), MOBA (Heroes of the Storm, DOTA2) and Strategy -4x (Civilization, Europa Universalis IV). Of course I also play mixed styles as Action-RPG: Diablo, or fight games as Super smash bros, FPS-RPG (Borderlands, Deus Ex). And I am constantly searching for new game experiences looking particularly to the indie sector (Stonehearth, Minecraft, Darkest Dungeon, Dwarf Fortress or Transistor)

■ Passionate about board games from Catan to Starcraft board game.

■ Motivated character and troubleshooting capacity.

Digital competence

SELF-ASSESSMENT

Information processing	Communication	Content creation	Safety	Problem solving
Independent user	Proficient user	Independent user	Independent user	Independent user

Digital competences - Self-assessment grid

- Proficient in Office automation and office software in particular (text processors: Word, Google docs...), spreadsheets (excel, Xmind) and presentation software (Power point, Prezzi) acquired by constant use and training.

- Use of advanced image editors like Photoshop CC acquired during the Master's Degree.

- Advanced knowledge of the environment in Windows and OS X as well as good Hardware knowledge, acquired while solving problems for relatives and friends.

- Good knowledge of the video editor Sony Vegas 13 Pro for post-production of audiovisual material, acquired by constant use every day to produce material for youtube as senior editor of a fansite.

- Good programming skills using various IDEs like Eclipse, Microsoft Visual Studio, or even text editors like Sublime Text or notepad++.

Driving licence   B