

PERSONAL INFORMATION

Miguel López-Bachiller Rey

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Date of birth 20 Dec 1988 | Nationality Spanish

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, product sheets, to 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.

Professional 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

Sep 2017–Present **Unity Programmer**
 AlPixel Games, Madrid (Spain)
<http://www.alpixelgames.com/>

- Responsible for coding the gameplay, UI, missions and all the interactions the player is making for the game "A Place for the Unwilling".
- Implementation of the art assets.
- Integration and implementation of several third party programs like FMOD (for the music) and Inkle (for the narrative) with the gameplay logic, to tie narrative, music with the code.

Business or sector Videogame development

Feb 2016–Sep 2017 **CEO, Game designer and programmer**
 Iter Games, Madrid (Spain)

- Find new roles to fill vacant positions
- Manage the production of the video game and pitch it to potential investors or publishers.
- Document create and design 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

Sep 2015–Feb 2016 **Game designer and Unity programmer**
 Incubee at Demium Games, Madrid (Spain)
<http://www.demiumgames.com/>

- Part of the incubation program in Demium Games, where we tried to create a videogame startup.
- I was responsible of Game design and programming, of several prototypes trying to find a game good enough to get private funding.

PERSONAL SKILLS

Mother tongue(s) Spanish

Foreign language(s)

UNDERSTANDING	SPEAKING	WRITING

	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	B2	B2	B2

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 working with multiple people while being an incubee at Demium Games.

Organisational / managerial skills

- Great production management and organization skills coordinating small teams from different disciplines.
- High troubleshooting capacity, negotiation and decision making skills.
- Leadership attitude (Experience managing teams up to 6 people using SCRUM).
- Teaching capacities acquired as a mentor.
- Teamwork spirit and collaborative capacities during the development of a project.
- Dynamic and proactive character.

Job-related skills

- General knowledge about rendering and animation 3D program 3DS MAX.
- Medium-High level knowledge in C#, and basic programming skills in Lua.

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Independent user	Proficient user	Independent user	Independent user	Independent user

Digital skills - 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 Adobe 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.
- Basic 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.

Other skills

- Player of all sorts of genres; Puzzles, RPGs and adventures as soft spot. I enjoy review the new arrivals to keep up to date and keep learning regarding game mechanics and F2P monetization systems.
- Preferred game styles: RPGs (Final fantasy, Golden Sun), RTS (Starcraft), TBS (XCOM, Fire Emblem, Final fantasy Tactics), Adventure (The legend of Zelda, Okami, Muramasa: The Demon Blade), Puzzles (Tetris, The Witness), Simulation (SimCity, Elite: Dangerous), Strategy -4x (Civilization, Europa Universalis IV). I also play mixed styles as Action-RPG (Diablo III), fight games (Super smash bros), FPS-RPG (Borderlands, Deus Ex) I am constantly searching for new game experiences, specially from the indie sector (Stonehearth, Minecraft, Darkest Dungeon, Dwarf Fortress, Transistor, Cultist Simulator, Wargroove, Dead cells or Minit)
- Game Master in multiple Role-Playing Games: Pathfinder, Dungeons & Dragons 3.5, Vampire: Dark Ages.
- 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.

- Passionate about board games from Catan to Starcraft.
- Owner and user of a Nintendo Switch, New nintendo 3DS, and a PC.
- Worked as Senior Editor at the spanish fansite for Heroes of the Storm www.pypheroes.com for a year. I wrote articles, managed the daily content, I created and uploaded audiovisual content for their youtube channel, managed the work of other writers and content creators.

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