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)

2006–2014 — **Degree in Mathematics**
Universidad de Salamanca, Salamanca (Spain)

Sep 2011–Jun 2012 — **First year in Computer Engineering**
Universidad de Salamanca, Salamanca (Spain)

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".

- Programmer for other small games.

Business or sector Videogame development

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

- Developed Golden Arcana, here are the links for Android and iOS.

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.

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.
- 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.

Driving licence

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