Miguel Lentisco

Game Programmer graduated in Mathematics and Computer Science.

miguellentisco.com

Contact

Miguel Lentisco Ballesteros
Madrid, Madrid

miguel.lentisco@gmail.com
linkedin:miguel-lentisco
itchio:MiguelLentisco
github:MiguelLentisco

Languages

Spanish: native
English: B2
French: A2

Programming

Experienced:
C++.

Effective:
Python.

Intermediate:
C#, **Java**, **C** and **R**.

Basic knowledge of:
Ruby, **Haskell**,
Lua, **SQL**, **HTML**
and **CSS**.

Technologies

Experienced:
Unreal Engine

Capable:
Unity (DOTS).

Utilities:
LaTeX, **Git**, **Perforce**,
SVN and **MongoDB**.

Others:
Android, **Kinect**,
Keras, **scikit-learn**
and **Tensorflow**.

Work

July 2023– **Tequila Works**
Unreal Gameplay Programmer on an unannounced project. Working in all player related systems and gameplay assets. Focused on **GAS** and a mount character gameplay: structure & sync animations, movement, abilities... Also did some animation modifiers and notifies for events/VFXs.

Nov 2022– **2Awesome Studio**
July 2023 **Unreal Port Programmer** on Warhammer 40k: Boltgun and Hotel Renovator. Worked on console **porting**, profiling & optimizing.

June 2021– **Pendulo Studios**
Nov 2022 **Unreal Core Programmer** on Tintin Reporter: Cigars of the Pharaoh. Worked on many of the core and player systems, several gameplay modes, AI agents and some editor tools like an animation importer.

Game Projects

Nov 2020– **2-SMRT TO DIE** Complex 27th Games
Sep 2021 Worked as Game programmer. Made in Unreal Engine.

2021 **Pathlighter, Best Original Game** Global Game Jam 2021 (UCM Site)
Worked as Game programmer. Made in Unity. Available in **itchio**.

2020 **Upnea, Best Original Art Game** StartupCities Game Jam 2020
Worked as Game programmer. Made in Unity. Available in **itchio**.

Education

2020–2021 **Master's Degree in** Videogames Development Complutense University of Madrid, Spain
Specialized in Game Programming.

2015–2020 **Bachelor's Degree in** Mathematics University of Granada, Spain
Specialized in Probability and Algebra.

2015–2020 **Bachelor's Degree in** Computer Science University of Granada, Spain
Specialized in Computation and Intelligent Systems.

Personal Projects

2019–2020 **Bachelor thesis - Analysis and modeling of time series with Deep Learning**
Focused on analysing and modeling complex time series with advanced neural network tools and stadistic-computacional hybrid models.
Grade 10/10.

2016–2020 **LibreIM** University of Granada, Spain
Contributor in a educational group of Computer Science and Mathematics.

2015–2020 **Student representative** University of Granada, Spain
Volunteer work as a student representative in the faculty's board and the faculty's student delegation.