MIGUEL RICO FEO

Video Game Design and Development student about to graduate
Programmer with experience in **Game Jams** and **Unity** projects.

✉ miguelrico2031@gmail.com

in linkedin.com/in/miguelrico2031

🎮 miguelrico2031.itch.io

� github.com/miguelrico2031

📁 Portfolio: miguelrico2031.github.io

EDUCATION

2021- 2025	**Degree in Video Game Design and Development** Rey Juan Carlos University

LANGUAGES

Spanish (Native)	English (C1)	French (B1)

ABOUT ME

Hi! I'm Miguel, and I'm a videogame programmer since I was 12 years old, when I created my first game in PowerPoint. Since then, I've kept programming and learning, which led me to study Video Games at the university.

Now I'm looking for a company to do my internship. My dream is to be part of the development team of a AAA video game, so I'm focused on finding a big company that works on large scale projects, where I can keep learning, and contribute to the development of a great videogame.

I have developed several video games in Unity for Game Jams, in which I have participated with my team, achieving first place twice. This, as well as all the group projects at the university, has helped me a lot to learn teamwork.

I am currently developing a multiplayer online video game in Unity, and improving my C++ skills. Check out my game portfolio!

SKILLS

- Unity ✦
- C# ✦
- C++
- OpenGL
- HTML5
- CSS
- JavaScript ES6
- Phaser 3
- Python
- Java
- CUDA
- GitHub

PROJECTS

Soulamander (1st place in the GameScholars 2nd Edition 2023)
- Platform game where you possess golems to advance through levels full of challenging obstacles.
- Unity (C#), Metroidvania-like mechanics, puzzles, UI programming, dialogue system.

Rat in a Box (2nd place in the Virtual Core Game Jam 2024)
- Puzzle game where you help a rat to reach a button by overcoming obstacles.
- Unity (C#), pathfinding, level design and puzzle mechanics.

Defense of the Pumpkin Patch (class project)
- Tower defense game where you protect pumpkins from farmers, ghosts and zombies.
- Unity (C#), tower defense mechanics, simple enemy AI, design patterns for game systems such as Command, State, and Service Locator.

Stratum (ongoing class project)
- 3D multiplayer online card game.
- Unity (C#), Netcode, programming of the card game systems using an MVC pattern, communications between players (Listen Server architecture).

MORE PROJECTS IN MY PORTFOLIO!