Curriculum Vitae

Personal Details

CARLOS ADAN LOPEZ
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Objective / Profile

I have the capability to understand game mechanics and game balancing experience, I have experience at drawing up project documentation (involving both Game and Level Design Documentation) and to program (not just prototyping) game behavior like gameplay mechanics, UI and other game related stuff using most popular languages such as Java, C#, C++ or Lua. That's mostly because additionally to self learning, during the master of creation of videogames we used our own custom engine made with C++ and using XML and Lua for configuration files and gameplay respectively.

I also have experience using Game Engines like Unity 3D, not matter if it's for 2D or 3D games since I've been using it since I've finished the master for little indie games (some of them uploaded to Game Jolt or itch.io) and right now I'm learning Unreal Engine too.

I prove to be an effective team worker with responsibility, proactive, organized, creative, able to learn and to solve problems, proficiency in English and with a practical work behavior too. I'm looking for a position in Game Design or Gameplay Developer in a videogame studio or company because I always loved videogames and I would like to be involved in their development.

Work Experience

Indie Game Designer / Programmer
2016 - Currently
Working as Game Designer and Programmer for small personal projects. Some of them published. Co-creation of indie team Inverted Castle Works which can be found at itch.io.

ViewNext (formerly INSA)- Sant Cugat (Barcelona)
Junior Java Programmer
October 2011 - June 2015
Working mainly to the client IBM at Barcelona, being in a team from the same company while developing framework tools and using them on projects to IBM's clients, even in other countries. Also being part of projects from the analysis and documentation stage.

Networkpyme Serveis Integrals S.L.
Technical Services and Shop Assistant
November 2005 - September 2006
The main task was to assembly and repair of Personal Computers, and also working as a shop assistant to customers.

Education

Master of Creation of videogames
Universitat Autònoma de Barcelona
2014 - 2015

Informatic Systems Engineering (Bachelor's Degree)
Universitat Autònoma de Barcelona
2005 - 2011

Skills

Skills
Game Design always keeping in mind important stuff (game mechanics, technical limitations, player experience, game balancing, fun…) .
Prototyping game mechanics.
Able to not just prototype but also able to develop final game/application programming.
Self learning.
F2P Understanding.
Mobile game development using Unity 3D.
Communication to other team members.
Leadership and team management.
Workload management.
Able to work as a team member and to collaborate with other teams.
Able to write project/game design documentation.
Able to learn new concepts.
Solving problems.
To analyze application requirements, Game mechanics and level characteristics.
Role Play player and Game Master.
Experience playing most kind of games.
Proficient using Microsoft Office, Open Office and Google Docs (Word like, excel like and power point like).

Technical and Technological Skills
Knowledge and experience with programming languages (Java, Javascript, C++, C#...).
Experience with language scripts such as Lua.
Understanding differences and technical limitations between different devices.

Games developed using own custom engine (C++, XML, Lua and Visual Studio) and commercial engines (Unity). Some of them published at Game Jolt or itch.io.

Knowledge and experience using Drawing programs like Photoshop and GIMP.

Some modelling skills using Autostudio 3DS Max.

Web design and management and experience using CMS or with HTML 5, CSS and SQL.

Language skills

Native speaker of Spanish and Catalan.

Proficient speaker of English.

Read documents and speak a casual conversation in French.

Other Information

Others

Driving license.

Portfolio: http://dropr.com/cadanlo

Linkedin profile: https://www.linkedin.com/in/cadanlo/

References

Alejandro Massó Fraile (former coworker): sandromasso@gmail.com

Luis Crespo Mejia (former coworker): lcrespom@gmail.com

Jordi Arnal Montoya (teacher at Master of creation of videogames and CEO at Kaneda Games): jordi.arnal@uab.es

Angélica Villafañe López (artist and member of Inverted Castle Works): anvil.cross@gmail.com