

# MIGUEL FERNÁNDEZ ARCE

TOOLS PROGRAMMER

## PROFILE

I am a proactive and mainly self-taught game programmer who enjoys working with talented people and love to learn new technologies and face new challenges every day.

This feeds my strong desire of self-improvement. So it is that I thrive in a fast-paced environment surrounded by a multidisciplinary team with which create fantastic games.

## SKILLS

- 5+ years working with **C++**
- Experienced with **Unreal Engine 4** and modern Game Engine architectures.
- Proficient in designing **intuitive, simple Tools & Gameplay Systems**.
- Experienced in **Data Oriented Design, POO**, optimization and clean code patterns.
- Battle-tested system & tool designs used by over 50k developers
- Experienced communicating with multidisciplinary professionals
- Trained in **Agile, Scrum** and other methodologies.
- Understanding of other disciplines like Texturing, Modeling or Sound Design.
- Background experience in Backend and Rest development.

## CONTACT

**24 8°C S.Embarcaciones, Tres Cantos, Madrid/Spain**  
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## SOCIAL

 [linkedin.com/in/muitxer](https://linkedin.com/in/muitxer)  [@muitxer](https://twitter.com/muitxer)  [github.com/muit](https://github.com/muit)

## OBJECTIVE

To grow professionally within a game development studio as a gameplay systems or tools programmer, while gaining even greater knowledge of videogame industry's techniques, design paradigms and algorithms, and to utilize the skills I've learned over the course of my career for the advantage of my teammates.

## EXPERIENCE

### Level Games, Toronto, CA (Remote)

May 2018 - Present

#### Gameplay Systems Programmer

- Worked on **NMRIH2**, a coop FPS game where you survive by your intellect and not with force.
- In charge of designing and implementing multiple **OpenWorld Gameplay** systems such as **Narrative, Quests** or **Spawners**.
- Created well structured and designed UI and proprietary tools with **Unreal Engine 4** and **C++**.
- Surrounded by a team of industry veterans collaborating to make a great game
- Used **UnrealGameSync** and **Perforce**

### Piperift, Madrid, Spain

March 2016 - Present

#### Programmer

- Released Unreal Engine 4 technology paid or for free as **Piperift**.
- My role was to develop the tech behind our plugins and games, and to ensure the conclusion of all projects maintaining overall visions and goals.
- Published **tool plugins** used by over 50000 developers around the world including Dialogues, [Factions](#), [Quests](#), [Saving](#) and AI.
- Released small games using our tech: [Before You Die](#), [Etereo](#) and Mr Brian.
- Built **automation** and **pipeline tools** for **Steam**, **Itch.io** and **UE4**.

# MIGUEL FERNÁNDEZ ARCE

## REFERENCES

Please contact me so I can send you their contact information.

## INTERESTS

Video Games,  
Reading, Running,  
Films and Animation

**Frontwire Studios LLC, Florida, US (Remote)** March 2017 - April 2018  
Gameplay & AI Programmer

- Worked on **Galaxy in Turmoil**, a cyberpunk based multiplayer FPS game.
- Created and implemented native gameplay systems, plug-ins as well as proprietary tools with **Unreal Engine 4** and **C++**.
- Managed developers team to follow common goals and production.
- Worked with Third Parties and other developers to develop optimised and robust game modules

**Wild Totem Games, Madrid, Spain** December 2015 - June 2016  
Programmer

- Worked on Soulless, a 3D Side-Scroller game developed in **Unreal Engine 4** for **PlayStation** Talents.
- Designed and implemented all Gameplay Systems including Movement, Object or NPC Interaction, deaths, Dialogues and Camera Behaviours

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## EDUCATION

**ESNE** 2015 - 2019  
Degree in Game Design and Development

**H4ckademy, Google Campus Madrid** 2015  
Alumni

Involved in some Big Data open source projects:

- Developed a **Backend** service with **NodeJS** & **MongoDB** for a dashboard application that could connect to any API.
- Published Arise, a procedural 3D runner game, on the Play Store

**Ironhack** 2014  
Alumni

Intensive web development bootcamp:

- Learnt methodologies, frameworks and technologies as HTML5, CSS3, Javascript, clean Back-End coding with **Git**, Rails, MVC and more.
- Learnt **Agile** management and how to become a digital builder applying all your new skills to build a real product and present it at a demo day

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## ACHIEVEMENTS

- Speaker at ESNE - 'Git and LFS for Game Development'
- Best Game of 2017 (Global Game Jam 2017)
- Best Player Experience (Global Game Jam 2017)
- Best VR Game (Global Game Jam 2017)
- Guest Speaker at Video Game Army's community - 'Introduction to UE4'
- Best Viable Product (Global Game Jam 2016)