



NICOLÁS CASAL FERNÁNDEZ

GAME DEVELOPER/GAMEPLAY PROGRAMMER



ID card
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Date of Birth
17/12/1984



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Quintela, nº2, 6ºD
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Skills

C# ● ● ● ● ●

C++ ● ● ● ● ●

Unity
(Game Engine) ● ● ● ● ●

Unreal ● ● ● ● ●

Cocos 2D ● ● ● ● ●

GameMaker ● ● ● ● ●

English ● ● ● ● ●

German ● ● ● ● ●



Experience

Fosfatina (2013 - Currently)

In the project "Saucer-like" (<https://store.steampowered.com/app/602590/SaucerLike/>) I performed the roles of:

- Programmer
- Game Designer

Ledisson A&T/CETGAVI (January 2019 - July 2019)

- Unity 3D Programmer - Video Game Programmer/Developer

Polygon-e/Polygon-e Studio (August 2019 - Currently)

- Unity 3D Programmer - Video Game Programmer/Developer
- Unity 3D trainer

ETIV Course (Localisation and Translation of Video Games) University of Vigo (2019 - Currently)

- Professor of "Video Game Production Process"



Education

Video Game Development Course Instructor
Seforma Academy (Vigo) (2016-2017)

- Video Game Narrative
- Game Design
- Artificial Intelligence
- Game Theory
- Physics for Video Games