

Nicolás Casal Fernández

Video Game Developer | Game Designer |

Gameplay Programmer |

ASP.NET Core Backend Developer |

📍 Vigo, Galicia, Spain

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Professional Experience

Fosfatina – Video Game Developer *January 2013 – Present* | Vigo, Spain

- Lead developer of the game *Saucer-like* (Steam).
- Full development in Unity: gameplay mechanics, movement, interactions, dialogue system, and puzzles.
- Level and environment design, character setup, and cinematics.
- UI system development and integration.
- Implementation of a custom localization system.
- Sound design and audio landscape assembly.
- Co-author of the game script and co-designer.
- Porting to Android and Nintendo Switch.

Polygon-e / Polygon-e Studio – Unity & Backend Developer / Instructor *August 2019 – Present*
| Vigo, Spain

- Developed a point-and-click game for early detection of Alzheimer's (University of Santiago) with data processing in ASP.NET with Entity Framework.
- Created a four-player cooperative game to raise awareness about marine conservation, tested in Galician schools.
- Designed an educational platform with 10 mini-games for primary students, including backend for teacher access and performance tracking in ASP.NET Core.
- Developed a voxel-based level editor for a European STEM education program, allowing users to create and share puzzle campaigns.
- Prototypes: mobile free-to-play platformer for children and a turn-based RPG for third-party clients.

- Instructor in Unity-based game development training courses.

Ledisson A&T / CETGAVI – Unity Developer *January 2019 – July 2019 | Vigo, Spain*

- Developed an augmented reality app for robotic assembly lines, scanning QR codes and displaying 3D models with product information.
- Prototyped a gamified app to assess employee performance through mini-games.

University of Vigo – Guest Lecturer *Since 2019 | Vigo, Spain*

- Course: Introduction to Video Game Production (Localization and Translation) – ETIV Program.

 **Education**

Video Game Development Course *Seforma Academy | Vigo, Spain | 2016–2017*

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

 **Digital Skills**

- **Programming Languages:** C#, C++, JavaScript
- **Game Engines:** Unity (expert level), Godot, Unreal
- **Web Technologies:** HTML, CSS, MySQL
- **Version Control:** Git
- **Platforms:** PC, Android, Nintendo Switch, WebGL
- **Additional Tools:** VSCode, Visual Studio, Github

 **Languages**

Language Comprehension Speaking Writing

Spanish	Native	Native	Native
English	Advanced	Advanced	Advanced