


Fen Nicolás Violant

programmer and game designer

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Work experience

- **NewGaming, an e-sport & educational game studio** Córdoba, Spain
Jul 2021
Freelance programmer. I was hired to finish the programming of an educational 2D puzzle game in Unity.
- **Zerouno Games, a Spanish video game publisher** Madrid, Spain
Apr - Jun 2021
Intern programmer. I coded the Save&Load system in Unity for Hell of Men, a war real-time strategy game.
- **Lizard Hazard Games, a visual novel game studio** Kouvola, Finland
Feb - Aug 2020
Intern programmer. I coded a card mini-game and the smartphone mechanic for Lovingly Evil in Ren'Py using Python.
- **Isostopy, a VR and AR development company** Madrid, Spain
Nov 2018 - Mar 2019
Intern programmer. I worked with several Augmented Reality softwares such as Vuforia, ARCore and Kinect.

Education

- **Bachelor's degree in Video Game Creation and Narration & UFV-specific degree in Technical Artist** Madrid, Spain
Sept 2017 - present
Francisco de Vitoria University
- **Bachelor's degree in Game Design (Erasmus+)** Kouvola, Finland
Aug 2019 - Aug 2020
XAMK University

Skills

- **Programming:** C++, C#, Python & Java (intermediate). JavaScript, HTML & CSS (basic).
- **Game engines:** Unity, Godot, Ren'Py, Ink, Construct2, Twine.
- **Multimedia design:** Photoshop, Adobe XD, LaTeX, Spark AR.
- **Project development:** Git, Google Drive, Slack, Trello.
- **Languages:** Spanish (native); English (C1); French (B2); Catalan.

Experience as a programmer

I am used to working in a team. Apart from the experience acquired in university projects, I have participated in numerous coding contests and Game Jams. These are some of my personal projects:

- [/breik/](#) [May 2020], an interactive experience about anxiety that I co-designed and programmed (5-member team).
- [Chill Thrive](#) [April 2020], a Ludum Dare game in which I participated as music composer and co-programmer (3-member team).
- Prototype of [No Room To Breathe](#) [April 2018], a narrative game for Android that I co-designed and programmed with the intention of bringing the player closer to the experience that a person who is in an abusive relationship goes through (2-member team).

Awards

- **2020 & 2019.** Awarded *Santander Progreso* and *Santander Erasmus España 2019/2020* scholarships respectively, for having one of the best academic records of a Spanish university.
- **2019.** Won the *Rapu Game Jam* (an annual Game Jam organized by XAMK) with [Rerecycle](#), a board game about Circular Economy.
- **2018.** *Game of Change award* in the annual Game Jam organized by the UFV with [L-l-love](#), a cooperative rhythm game.
- **2017 & 2016.** First position at the Team Programming Contest *AdaByron*, organized by the UCM (category of 2nd and 1st course students respectively).

Other interests

- **Music.** I've played cello and piano since I was 5 years old. In 2015, I graduated from Cello Middle Studies by the Professional Music Conservatory of Huelva (Spain), and I am currently trying to learn some music production.
- **Social activism.** I like to fight for social issues. I am part of *FemDevs*, a Spanish association that seeks to give visibility to women and non-binary people in the video game industry. Also, I've been part of the Advisory Committee of the Cultural Center *El Matadero* in Madrid.
- **Languages.** I love learning new languages and I am currently starting to learn Russian.