

Lucas Gonzalez Planas

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<http://lucas-gonzalez.com>

Employment History

Game developer

Genera Games

March 2015 – Currently

Developer for a Match-3-puzzle game (to be announced) for iOS and Android devices targeted at women from 20 to 40 years old.

I took part in the design process, helping the game designer with the creation of new mechanics and I was in charge of prototyping and implementing said game mechanics.

I am mainly responsible for the gameplay coding using an in-house Match-3-puzzle framework adding a thematized layer for the product, and also implementing 3rd party technology for video ads, analytics, crash reports and other minor external technologies.

Game developer

A Crowd of Monsters

October 2015 – March 2016

Development of a video game for mobile devices (to be announced), programming the gameplay and fluid physics with Unity3D as well as extending the engine.

Collaborating designing game mechanics, progression and Free to Play strategies focused on asian market.

Game Designer and Programmer

Moitapechá Studio

December 2014 – February 2016

Responsible for designing “Paradaim”, a full Action-RPG videogame with roguelike elements.

Responsible for programming the all the code of Paradaim using Unity3D.

Assidual participant in game jams.

Test Automation Designer

CSC Healthcare

July 2013 – November 2014

Design functional test cases for healthcare applications.

Automate test cases using QTP / UFT.

Functional trainer.

Scrum methodology

- Responsible for incorporating Testing Automation into existing SQA process
- Responsible for desinging and automating Test Cases with the Offshore team in India

Programmer

iSOFT, a CSC Company

April 2008 - July 2013

Java and Powerbuilder programmer for healthcare applications

Qualifications

Master degree: Video games design and programming

Universidad de Málaga

October 2014 – December 2015

Technical system administration

I.E.S. Juan de la Cierva

2008

Skills

Video games

- Game Design
- Game Design Documents
- Prototyping
- Game Mechanics
- Level Design
- Narrative
- Unity3D
- Game Maker
- LibGDX

Programming

- .NET
- Java
- C#
- Python
- Android Development
- Hibernate

Methodologies

- Project Managing
- Agile Methodologies
- Coordinate Tasks
- Scrum

QA

- Fuctional testing
- Test Design
- Test Cases
- Test Automation

Others

- Git
- Subversion
- Wikis
- Software Documentation
- Healthcare Information Technology

Languages

- English High-Intermediate (FCE/B2)
- Spanish Native

Courses

- Java Programming
- XNA Videogame Programming

Interests and hobbies

- Videogames
- Mobile devices programming