

# LUCAS GONZÁLEZ PLANAS

GAME DESIGNER  
UNITY3D DEVELOPER

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## ? About me

I am a Game Designer and I also have coding skills and experience. I love games with difficult challenges, great mechanics and innovations.  
Game jams addict

## i General info.

### PERSONAL

Nationality : Spanish  
Date of Birth : Dec - 29 - 1987  
Place of Birth : Málaga

### LANGUAGES

English High-Intermediate (FCE/B2)  
Spanish Native

## Education

2014 - 2015

**Master's degree: Video games design and programming**

Universidad de Málaga

2005 - 2008

**Technical system administration**

I.E.S Juan de la Cierva

## Experience

Mar 2016 - Jun 2017

**Genera Games**

Unity3D-Developer  
Gameplay programmer



Sep 2015 - Mar 2016

**A Crowd of monsters**

Unity3D-Developer  
Game Designer



Dec 2014 - Dec 2015

**MoitaPechá Games**

Game Designer  
Unity3D Developer



Jan 2013 - Nov 2014

**CSC Healthcare**

Test Automation Engineer



Jun 2008 - Jan 2013

**iSOFT Sanidad**

Java & Powerbuilder  
programmer



## + Additional

### Portfolio

- Barbie™ Sparkle Blast™ 2017 - iOS & Android
- Paradaim 2016 - PC, MacOS & Linux
- Work! 2016 - PC & Web
- Panspermia 2015 - PC, MacOS & Linux

Full portfolio at <http://lucas-gonzalez.com/portfolio>

### Talks

· **Developing videogames in a professional way: Myths vs reality**

MalagaJam

Youtube: (in Spanish) <https://youtu.be/NknhZe8NUf8>

· **Ten rookie mistakes**

MalagaJam

(No video available)