

Contact Info:

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📍 Granada, Spain
(Open to Remote)

Technical Skills

- **Languages:** C++, C#, Java, Python, SQL, R
- **Engines & Frameworks:** Unity, Unreal Engine 5, Godot, Narrat.
- **Production & Tools:** Jira, Notion, Git, JSON, Photoshop, LaTeX
- **Core Competencies:** Gameplay Systems Architecture, Object-Oriented Programming (OOP), Data Structures & Algorithms, Game Mathematics & Probability, Optimization & Logics

Soft Skills

Logical & Structured Thinking

Analytical Problem Solving

Abstract Thinking & Reasoning

Data-Driven Decision Making

Technical Communication

Languages

Spanish (Native)

English (C1 - Advanced)

Arturo Cáceres

GAMEPLAY PROGRAMMER

Summary

Mathematician and **Computer Engineer** with an MA in **Game Design**. Specialized in **gameplay** architecture, systemic **logic**, and rapid **prototyping**. Passionate about modeling complex game mechanics, balancing **core loops**, and writing clean, scalable code to transform design concepts into fluid player experiences.

Experience

Software Dev Intern | Oniroid Studio | Mar 2026 – Present

- Sole developer leading the implementation of a mobile title in Unity, fully responsible for gameplay systems and architecture.

Lead Game Designer & Producer | Ludus Fatidicus (Tabletop) | Mar 2026 – Present

- Successfully crowdfunded and managed the complete production, loop balancing, and logistics pipeline.

IT & Deployment Intern | CITIC - University of Granada | Dec 2025 – Mar 2026

- Managing the deployment and configuration of software applications and handling system infrastructure in a research environment.

Mycelium Heaven | Solo Developer & System Designer | 2023 – 2025

- Programmed, architected, and mathematically balanced core gameplay mechanics and progression systems for a complete indie project in Unreal Engine.

Game Jams & Experimental Prototyping | Designer / Programmer | 2020 – Present

- Developed over 20 experimental projects published on itch.io, focusing on rapid prototyping, system mechanics, and player loops.
- Awarded **Best Creativity & Innovation** for the featured project Echar de menos.

Education

Dual BSc in Computer Engineering & Mathematics

University of Granada (UGR) | 2020 – 2025

MA in Game Design

ESADA (Granada) | 2025 – 2026