

Lucas Damián Fernández

Game Programmer – Unity/C#

Bahía Blanca, Buenos Aires, Argentina | lukeiner.dev@gmail.com | [Projects and Portfolio](#)

PROFILE

Game Programmer with a foundation in Electronic Engineering and a Technical Degree in Game Design & Development. I specialize in gameplay systems, enemy AI, and UI implementation in Unity/C#, with hands-on experience shipping projects in both game jams and structured production environments. My engineering background sharpens my problem-solving approach. I break down complex mechanics systematically and iterate fast.

Comfortable working in interdisciplinary teams, adapting to different pipelines, and delivering under tight deadlines.

SKILLS

Languages: C# · GDScript · Python · C++

Engines: Unity · Godot (2D/3D) · Unreal (basic) · AR/VR

Tools: Git/GitHub · Visual Studio Code · Photoshop · Maya 3D · Aseprite

Soft Skills: Critical Thinking · Clear Communication · Teamwork · Fast Learner

FEATURED PROJECTS

Bahía Game JAM 2025 | Role: Gameplay Programmer/UI

- Designed and implemented core gameplay loop and enemy behavior systems from scratch under 72-hour jam conditions.
- Built UI systems including HUD, visual feedback, and player state indicators.
- Collaborated with an interdisciplinary team, coordinating asset integration and feature scope in real time.

Videogames Clinic 2025 | Role: Art Director

- Led the visual direction of an interactive narrative experience, ensuring aesthetic cohesion across all scenes.
- Created and optimized all visual assets for engine integration, and balancing quality
- Bridged art and programming teams to maintain technical and visual consistency throughout production.

PERSONAL PROJECTS

- **Hugger and Cozy - Prototype** | [Unity/C#](#) | [Itch.io](#) + [GitHub](#)
 - An empathy-driven gameplay mechanic focused on emotional response.
- **Dragon Rage - Personal Project** | [Unity/C#](#) | [Itch.io](#) + [GitHub](#)
 - Built combat gameplay and enemy encounter systems with a focus on level design pacing.
- **HeartCake Project - Personal Project** | [Unity\(3D\)/C#](#) | [Itch.io](#) + [GitHub](#)
 - Developed a 3D interactive experience, responsible for scene management, interaction logic and narrative flow.

PROFESSIONAL EXPERIENCE

Maintenance Technician - Freelance

Aug 2023 – Present

- Hardware and software troubleshooting and repair
- Strong focus on efficient technical solutions and problem analysis

Teaching Assistant – National University of the South

May 2020 – Aug 2023

- Developed communication and pedagogical skills applicable to user experience design
- Exam correction and academic evaluation

EDUCATION

Technical Degree in Game Design & Development UPSO	2024 – Present
Electronic Engineering National University of the South	2019 – Present

LANGUAGES

English: Upper-Intermediate (Spoken and Written) · **Japanese:** Basic · **Spanish:** Native

CERTIFICATIONS

Gaming and Technologies:

- La Isla Del Diablo - Game Design LA
- Storytelling – BA Academy
- Gamification experiences – BA Academy
- Game Design - Buenos Aires Province
- PC & Notebook repair - E-Learning Center (UTN)