

Daniel Hernández López

Game Development Generalist

📍 Las Palmas de Gran Canaria, Spain ✉️ d6.hdez@gmail.com ☎️ +34 601 207 611 🌐 [Portfolio](#) 🇪🇸 [Versión en español](#)

PROFILE

Final-year Video Game Design student, trained across game design, 3D art, and Unity/Unreal development. In my own time I build and ship games on Roblox, where I also model and sell my own assets. Looking for an internship where I can contribute to real projects and keep learning.

EDUCATION

Universidad del Atlántico Medio

Game Design & Development (Título Universitario Superior en Diseño de Videojuegos) • 9.2/10

Las Palmas de Gran Canaria, Spain • 2024 – 2027

Among the top students of my class. Coursework spans game design documentation, 3D art production, and engine-based programming in Unity and Unreal Engine.

PROJECTS

Pengus Quest 2026

- 3D platformer built around charged jumping and a procedurally generated tower.
- Built charged jumping and accessibility options in Blueprints.
- Added seeded towers and online leaderboards.
- Modelled, rigged and animated the player character.

Mice Invasion 2025

- Tower Defense game with original art and 11 different towers.
- Built modular towers, enemy behaviour and wave systems.
- Implemented the economy, UI and sound settings.

Megaloterra 2026

- Turn-based RPG roguelike where the player builds a creature team to fight and advance through a procedural map.
- Sculpted creatures, retopologised characters and built environment assets.
- Integrated 3D assets and created URP shaders and VFX.
- Implemented items and inventory functionality.

RIDE A LOG 2026

- Roblox platformer built around controlling the two sides of a rolling log separately.
- Co-developed solo and co-op play across 27 levels.
- Added timed runs, global leaderboards and log skin rewards.

Roblox Marketplace 2022 – Present

- Modelled and textured 3D assets created for multiple Roblox groups.
- Modelled, optimised and PBR-textured marketplace assets.
- Reached 170K+ annual sales through owned and co-owned groups.

SKILLS

Autodesk Maya Advanced	Blender Advanced	ZBrush Intermediate	Substance 3D Painter Intermediate	Unity Intermediate	Unreal Engine Intermediate
Adobe Photoshop Intermediate	Game & Level Design Intermediate	UI/UX Design (Adobe XD/Figma) Beginner	Adobe Premiere Beginner	AI and LLM Tools Intermediate	

LANGUAGES

Spanish Native	English C1
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