

Francisco Javier Casado de Amezúa García

Games Engineer

✉ javiercasadodeamezuagarcia@gmail.com

2300, Copenhagen, Denmark

🌐 javier-casado.com

(+45) 50107139

in <https://www.linkedin.com/in/javiercdag>

PROFILE

Professional with three years of professional experience within a senior game development team as well as six years of computer science, software engineering and games educational background. Business-aware engineer who strives to deliver the best possible balance between long-term system usefulness via architectural scalability and short-term value via incremental design and delivery.

EXPERIENCE

Partner, Game Engineer, Hutlihut Games

April 2024 - Present

Joined the Partner group in guiding the direction of development of Void Crew and particularly its shift into the roguelite nature that it eventually launched with.

As an engineer, I gained ownership over more systems and tools, both Gameplay ones but also others, like Achievements and the Character Controller.

Some of the features that I am currently responsible for in the tech team are: individual enemies AI, AI Director, character controller, player spaceship movement system, procedural space station and wrecks generation system, all modules and the upcoming Payload-type items.

Game Engineer, Hutlihut Games

May 2023 - April 2024

Worked on most of the Gameplay and AI systems in Void Crew: refactoring and/or bugfixing existing ones and developing others. Helped bugfix UI and developed tools for designers, primarily for balancing.

Junior Game Engineer, Hutlihut Games

May 2022 - May 2023

Mentored by the Lead Engineer in the team. Focused mainly on bug fixing and improving my software architecture and patterns skills by developing new systems in tandem with the Lead Engineer. Also learned tooling and technical tracking tools (Jira, Git, Bitbucket).

QA Tester, Hutlihut Games

March 2022 - April 2022

Onboarding into the industry and business. Learned project management and tracking tools and processes.

PROFESSIONAL ACHIEVEMENTS

- **Talent of the Year - Danish gaming industry** - Spilprisen 2024
- **Void Crew Early Access Launch**
- **Void Crew 1.0 Launch**

April 2024

September 2023

November 2024

EDUCATION

MSc. in IT - Games, IT University of Copenhagen (Denmark)

August 2021 - June 2023

- Completed the **Technology Track**.
- Average grade: 10.0 (12-scale).

BSc. in Computer Science, Universidad de Granada (Spain)

September 2017 - July 2021

- Specialized in **Software Engineering**.
- Average grade: 8.41 (10-scale).

CERTIFICATIONS

- Professional Scrum Product Owner™ III (**PSPO III**) - [Credly link](#)

August 2024

EDUCATIONAL ACHIEVEMENTS

- A+ Distinction with Honors in **Algorithms for Game Development**
- A+ Distinction with Honors in **Game World Design**
- A+ Distinction with Honors in **Foundations of Game AI**
- A+ Distinction with Honors in **Software Development**
- A+ Distinction with Honors in **Distributed Systems Development**
- A+ Distinction with Honors in **Databases Fundamentals**

January 2023

June 2022

June 2022

June 2020

June 2020

January 2019

HARD SKILLS

Game Engines:

Unity, Unreal Engine

Programming languages:

C++/C#/C, Java

Other technical skills:

Data Oriented Design in Games (Unity DOTS), JavaScript, Ruby, Scala, Bash, OpenMP, Assembly (x86), ThreeJS, MySQL, MongoDB, NodeJS

Project Management:

Jira, Git, Perforce, Bitbucket, Scum, Kanban, Excel, Slack

Canvases & Lists, Trello

SOFT SKILLS

- Fast and eager learner
- Advanced social skills
- Proficient in conflict resolution and mediation
- Proactive in decision making
- Time management skills
- Adept at problem-solving

CONFERENCE TALKS

- **Simple Buttons, Complex Systems** - Copenhagen Gaming Week
- **Void Crew x Vivox: Immersive Voice and Scaling a Safe Community** - Berlin Games Ground

January 2024

November 2024

LANGUAGES

Spanish: native speaker

English: proficient, C2