

MIGUEL FERNANDEZ ARCE

SENIOR GAME-SYSTEMS DEVELOPER

PROFILE

Proactive and passionate programmer who thrives around talented, multi-disciplinary people, building fast, complex, and reliable technology. Loves learning new technologies and facing new challenges, driven by a strong desire for self-improvement.

OBJECTIVE

To contribute to the videogame industry with advanced technology, tooling, methodologies, and best practices for the benefit of developers and players.

EXPERIENCE

Senior Gameplay Programmer

Raw Power Games

Jun 2024 – Nov 2025

Copenhagen, Denmark · Remote

- Scalable core gameplay systems using UE5 and ECS for **Chronicles: Medieval**.
- Data oriented design, cache-efficiency, mesh and graph algorithms.

Founder & Systems Programmer

Piperift

Mar 2016 – Present

Madrid, Spain

- **Rift**, a compiled visual language: Architecture, parsing, code generation, toolchain integration.
- Released C++ plugins for Unreal Engine (Factions/Teams, Attributes, Quests, Game Saves, Serialization, Dialogues, AI, etc). Well-optimized, cache-aware and multi-threaded.
- CI/CD pipelines for packaging, testing, and deploying into multiple platforms.

Senior Audio Programmer

CI Games

Sep 2022 – Jun 2024

Barcelona, Spain · Remote

- Owned audio systems for multiple **unannounced IPs**.
- Evaluated and fully integrated third-party audio platforms.
- Worked on reactive narrative, occlusion & obstruction, procedural audio systems among other topics.

Senior Gameplay Programmer

CI Games

Sep 2022 – Jun 2024

Barcelona, Spain · Remote

- Owned gameplay and engine systems for multiple **unannounced IPs**.
- Data-driven gameplay, game design, audio and animation.

Gameplay/Tech Programmer

Ubisoft Stockholm

Mar 2021 – Sep 2022

Stockholm, Sweden · Hybrid

- Engine systems for gameplay, networking, serialization, physics, and debugging for an **unannounced game & Scalar**.

AI Programmer

DICE EA

Jul 2020 – Mar 2021

Stockholm, Sweden · Remote

- Implemented engine and game features for a new artificial intelligence system enabling designers to build AI for **Battlefield 2042**

CONTACT

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Website: muit.xyz

Github: github.com/muit

SKILLS

- 14+ years of professional C++ (17/20/26), C, Rust, Python; ~20 years coding.
- Game engine proficiency: UE5, Frostbite, Snowdrop.
- Data oriented design, cache optimization, concurrency, profiling.
- TCP/UDP networking, serialization, reflection, compilers & interpreters, tooling & CI/CD.
- Cross-platform Linux, Windows, MacOS.
- Best practices, good communication, agile, scrum and other methodologies.

OPEN-SOURCE

- C++ plugins for Unreal Engine. ~450k users.
- **Pipe**: cross-platform C++ foundation library.
- **Rift**: compiled language (parser, codegen, IR, JIT).

SPEAKER

- 'Game DEV & Technical Design'
- 'Git and LFS for Game Development'
- 'Introduction to UE4'

EDUCATION

Degree in Videogame Design & Development

2015-2019 — UDIT

Back-End Development

2014 — Ironhack

Rails, JS, HTML, CSS, Git.

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Gameplay Programmer

Splash Damage

Jun 2019 – Jul 2020

London, United Kingdom

- Built multiple gameplay systems for **Outcasters**, a competitive, 8 player multiplayer game for cloud streaming platforms.
 - Refactored core gameplay on demand to allow data-driven content creation.
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Gameplay Systems Programmer

Lever Games

May 2018 – Jun 2019

Toronto, Canada · Remote

- Owned open-world systems (like narrative, quests, world generation) for **No More Room In Hell 2**, a multiplayer coop FPS game.
- C++, Unreal Engine 4, UnrealGameSync and Perforce.