

# Manuel Lobato

## Technical Gameplay Programmer

Malaga, Spain · <https://mlobdev.github.io/> · [linkedin.com/in/mlobdev](https://www.linkedin.com/in/mlobdev) · mlobdev@gmail.com

### PROFESSIONAL EXPERIENCE

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#### VREstudio

Malaga, Spain

Unreal Engine Programmer Intern

March 2026–Present

- Developed interactive VR environments under strict performance constraints, ensuring stable frame rates in real-time applications.
- Identified and resolved CPU/GPU bottlenecks using Unreal Insights, improving frame performance and maintaining stable 90 FPS in VR environments.
- Improved rendering performance through instancing techniques and shader optimization strategies.
- Designed and implemented modular gameplay systems in C++, focusing on scalability and maintainability.

#### BeByte

Malaga, Spain

Unity Gameplay Programmer Intern

April 2025–May 2025

- Implemented core gameplay mechanics in C# using design patterns, reducing code dependencies and enabling rapid iteration for the design team.
- Partnered with design teams to refine and calibrate gameplay systems.
- Used Git workflows in a team environment.

#### Mlobdev

Malaga, Spain

Game Developer

October 2024–Present

- Released two commercial titles, Casino Los Pixels and Eva's Piano, on Steam and Google Play.
- Engineered comprehensive gameplay architectures from the ground up, delivering polished mechanics across diverse multi-platform projects.

### EDUCATION

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#### CESUR PTA

3D Animation, Games and Interactive Environments

Malaga TechPark, Spain

September 2024–June 2026

#### IES FUENTE LUNA

Science Baccaalaureate

Pizarra, Spain

September 2021– May 2023

### TECHNICAL SKILLS

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**Languages:** C++, C#, Blueprint, GDScript.

**Engines:** Unreal Engine 5, Unity, Godot.

**Tools:** Visual Studio, Steamworks API, Unreal Insights, VR Profiling.

**Applied Knowledge:** Applied Physics & Vector Math, VR Profiling & Optimization, Systems Architecture.

### LANGUAGES

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**Spanish:** Native

**English:** Proficient (C1)