

Miguel Díaz Samper

Gameplay Programmer

Alicante, Spain | EU work authorisation | Open to remote work and relocation

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SELECTED PROJECTS

Beelze Pub

Unity, C#, JSON

- Owned all game programming for a two-week international game-jam release, building the cocktail and customer-serving loop from ingredient selection and drag-and-drop preparation through scoring, reactions, dialogue, and end-of-day outcomes.
- Designed centralized, versioned JSON state for partially mixed drinks, prepared orders, customer scores, recipe unlocks, day progression, and dialogue choices, with intermediate-state restoration, temporary writes, and backups to reduce save corruption risk.

Heredero del Oficio

Unity, C#, Ink

- Built the Ink-driven dialogue and progression system connecting NPCs, quests, inventory rewards, and scene transitions, plus the core interaction mechanics for two ceramic-production minigames in a commissioned educational adventure for L'Alcora City Council.
- Won UJI's Audience Award for Best Video Game and Most Promising Game Award, the latter selected by Michael Santorum of Tequila Works.

EXPERIENCE

Renhet Studio

Founder & Lead Programmer

Remote

May 2026 – Present

- Lead an eight-person team across design, production, art, audio, composition, and marketing while owning gameplay, tools, engine integration, and build systems.
- Built production tools adopted by the studio's designer and sound designer, including a cross-engine dialogue editor and reusable Unity audio middleware used throughout Beelze Pub.

INIT – IA³ Applied AI & Data Analysis

Game Developer & Applied AI Intern

Castellón, Spain

Feb 2026 – May 2026

- Contributed 278 hours to an experimental LLM-driven narrative game, building Unity gameplay, UI, centralized state and save/load systems; improved prompt, context, and memory reliability; added LLM evaluation utilities; and stabilized Windows and Android builds.

TECHNICAL SKILLS

Languages: C#, C++, C, Python

Engines & Tools: Unity 6, Unreal Engine, Git, Jira, Ink, Unity Jobs, Burst

Areas: Gameplay architecture, player systems, UI, save/load, state management, procedural generation, AI/navigation, LLM-integrated game systems

LANGUAGES

Spanish (native) | Catalan (native) | English (Cambridge C1 Advanced, Score 191)

EDUCATION & RECOGNITION

Universitat Jaume I

BSc in Video Game Design and Development

Academic Excellence Award, Universitat Jaume I (2023–2024)

Castellón, Spain

2026