

Miguel Díaz Samper

Tools Programmer

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

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SELECTED PROJECTS

Unity Multimodal PCG Framework

Unity 6, C#, Jobs, Burst

- Built a reusable UPM package integrating interchangeable maze and BSP generators, a Jobs/Burst mesh pipeline, runtime NavMesh baking, pooled entities, procedural audio, deterministic regeneration, JSON save/load, benchmark export, and one-click editor setup.
- Benchmarked 500 end-to-end runs up to 62,500 cells: the core algorithm stayed below 1 ms on average at maximum size, total generation averaged 262 ms for BSP and 402 ms for mazes, and managed allocation was effectively zero after warm-up.

Designer Friendly Dialogue

Unity 6, Godot 4, C#, GDScript, JSON

- Shipped native node editors and runtimes for Unity and Godot around one versioned, human-readable dialogue schema, supporting choices, typed variables, branching, safe command dispatch, validation, localization-ready CSV export, and engine-neutral contract tests.
- Packaged installable UPM and Godot add-on workflows validated on Unity 6000.3.6f1 and Godot 4.5.1; adopted by Renhet Studio's game designer.

Renhet Studio Build Tool

Python, GitHub Actions, PowerShell, Butler

- Built a Windows desktop tool that provisions repository-scoped self-hosted runners, installs Unity/Unreal workflows, dispatches and verifies exact commits, and validates Windows, WebGL, and Unreal Win64 artifacts.
- Automated versioned archiving, private itch.io/Google Drive publication, and production-sheet status tracking across two active projects; 30 known dispatches produced 11 verified platform payloads.

EXPERIENCE

Renhet Studio

Founder & Lead Programmer

Remote

May 2026 – Present

- Lead an eight-person multidisciplinary team and build reusable authoring, audio, build, and release tools used directly by designers and audio collaborators.

INIT – IA³ Applied AI & Data Analysis

Game Developer & Applied AI Intern

Castellón, Spain

Feb 2026 – May 2026

- Built and refactored Unity state, persistence, narrative-support, UI, evaluation, and cross-platform build systems for an experimental LLM-driven game during a 278-hour internship.

TECHNICAL SKILLS

Languages: C#, Python, C++, C, GDScript, PowerShell

Engines & Tooling: Unity 6, Godot 4, Unreal Engine, Unity Editor tooling, UPM, GitHub Actions, self-hosted runners, Butler, Git

Systems: Jobs/Burst, native containers, object pooling, profiling, benchmark automation, deterministic state, JSON/CSV pipelines, CI/CD

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