

David López

Lead Programmer at 2Awesome Studio

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Email · LinkedIn · itch.io · Twitter / X

About me

Game programmer with experience shipping and porting games to all major current-gen platforms including PlayStation, Xbox, Nintendo Switch, and PC. I enjoy solving technical challenges, optimizing performance, and adapting games to different hardware while keeping a smooth player experience. Outside of production work, I'm a huge fan of game jams, prototyping, and experimenting with creative gameplay ideas. I also enjoy sharing knowledge with the gamedev community and continuously learning new technologies.

Unity · C# · Console porting · PlayStation 4/5 · Xbox One/Series · Nintendo Switch · Gameplay · Tools · Optimization · Physics · UI · Mobile

Games (20)



Altered Alma

Programming (in development) · 2023 →
2Awesome Studio · PC



Buckshot Roulette

Porting · 2026
2Awesome Studio · Consoles



No, I'm not a Human

Porting · 2026
2Awesome Studio · Consoles



TANUKI: Pon's Summer

Porting · 2026
2Awesome Studio · Consoles



Mouthwashing

Porting · 2025
2Awesome Studio · PS5 · PS4 · Xbox Series · Xbox One · Switch



Nova Hearts

Porting · 2024
2Awesome Studio · PS5 · PS4 · Xbox Series · Xbox One · Switch



AK-xolotl

Development · 2023 – 2024
2Awesome Studio · PC · PS5 · PS4 · Xbox Series · Xbox One · Switch



The Last Faith

Porting · 2023 – 2024
2Awesome Studio · PS5 · PS4 · Xbox Series · Xbox One · Switch



Hotel Renovator

Porting · 2023
2Awesome Studio · PS5 · Xbox Series



Warhammer 40,000: Boltgun

Switch port · 2022 – 2023
2Awesome Studio · Nintendo Switch



Startup Company

Porting · 2022
2Awesome Studio · PS5 · PS4 · Xbox Series · Xbox One · Switch



Souldiers

Porting · 2021 – 2022
2Awesome Studio · PS5 · PS4 · Switch · Xbox One · Xbox Series



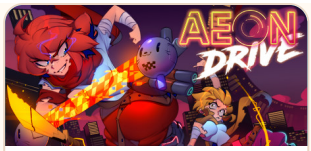
Devastator

Porting · 2021 – 2022
2Awesome Studio · Steam · PS5 · PS4 · Xbox Series · Xbox One · Switch



Formula Low Poly Race

Personal project · 2022
Personal · itch.io



Aeon Drive

Gameplay & porting · 2021
2Awesome Studio · PS5 · PS4 · Xbox Series · Xbox One · Switch



Formula Bit Racing

Porting · 2021
2Awesome Studio · PS5 · PS4 · Xbox Series · Xbox One · Switch



BFF or Die

Porting · 2021
2Awesome Studio · PS4 · Xbox One · Switch



Hotel Transylvania: Scary-Tale Adventures

Gameplay & tools · 2020 – 2021
Drakhar Studio · PC · PS4 · Xbox One · Switch



PAW Patrol The Movie: Adventure City Calls

Gameplay & tools · 2020 – 2021
Drakhar Studio · PC · PS4 · Xbox One · Switch



PAW Patrol Mighty Pups Save Adventure Bay

Audio, gameplay & porting · 2020
Drakhar Studio · PC · PS4 · Xbox One · Switch

40+ game jam games and prototypes (Ludum Dare, Global Game Jam, MálagaJam, One Hour Jam…). All playable on itch.io. itch.io ↗

Experience

2Awesome Studio · Remote

Lead Programmer Oct 2023 – Present
Porting Engineer Mar 2021 – Present

- Console porting
- Tools programming
- Gameplay programming

Zumito Games

Co-Founder Nov 2024 – Present

Drakhar Studio

Game Programmer Jan 2020 – Feb 2021

- Gameplay programming
- Audio integration
- Switch/PS4 port
- Unity tools

Drakhar Studio

Programming Teacher Oct 2020 – Nov 2020

- Programming course

Unity

Unity Student Ambassador Oct 2019 – Oct 2020

TeachLabs · Málaga

Game Programmer May 2017 – Dec 2019

- Gameplay & GUI programming
- Mobile optimization
- Unity tools
- Projects: Powernauts, EduZland (Android, iOS)

Education

UNED

Bachelor's Degree, Computer Engineering 2026

ILERNA FP Online

Computer Programming, Specific Applications 2018 – 2020

Universidad de Granada

Bachelor of Business Administration 2011 – 2016

Certifications

- Unity Certified Associate: Programmer

Languages

- Spanish (Native)
- English (Elementary)