

Jose Lirón Granados (Project Dew) – CV

My portfolio in [English](#) or [Spanish](#)



Contact

- projectdewcontact@gmail.com.
- 617 87 05 28.

Experience

- Project Dew, 2017 – 2020; 2022 – present: **Unity solo developer** (I made the Android game Loviits, as well as some other unpublished software).
 - 2020 – 2022: *Unity, C#, Game Design, English, UIX, Inkscape, MuseScore, Blender*
 - 2017 – 2020: *Unity, C#, Game Design, English, JavaScript, HTML/CSS, Python*

Education

- CEV Madrid, 2015 – 2017: **associate's degree in 3D Animation, Games and Interactive Environments.**
 - *Unity, C#, English, Maya, ZBrush, 3ds Max, Photoshop*
- Autonomous University of Madrid, 2013 – 2015: **bachelor's degree in Hispanic Studies** (I left it after I discovered game development).
- University of Granada, 2008 – 2013: **bachelor's degree in Translation and Interpreting.**
 - *English, ES → EN, EN → ES*

Additional experience

- NextN, may 2023 – present: **video games news writer and SEO specialist.**
 - *SEO, Writing, English, WordPress*
- A national company, 2020 – 2022: unrelated job post.
- Project Dew, 2008 – present: **creative writer.**
 - *Writing, Poetry, Narrative, Theatre*

Jose Lirón Granados (Project Dew) – Letter of introduction

Writing

Despite my humble origins (or maybe because of them), I've enjoyed the simple acts of imagining and creating since I was a little child. But, as I grew up as a teenager, the worlds and stories that I used to build on my mind became bigger and bigger, and so the need to express them in some way did too. And writing seemed like the perfect choice for that —not to say the most affordable—, so that's exactly what I did.

Somehow, however, trying to write a medieval fantasy tetralogy (!) in a cheap notebook when still in my teens and with very little experience was rougher than I and my enthusiastic mind were expecting back then, so I realized that I needed *a little bit* more practice. And that's how a lifetime passion just almost casually started: in a quite natural way, getting the necessary practice in writing became soon a life goal on its own. And, even though I still needed a couple more years (the start of college) to finally be able to take writing more seriously and spend a satisfying amount of time on it, once it happened it was unstoppable. Still, I have to admit it: getting my first personal computer at the age of eighteen —even if it was just a low-end laptop— definitely contributed its part.

Game development

Years later, when I had already finished my bachelor's degree on Translation and Interpreting and started a second one on Hispanic Studies, I casually came across a computer application called Unity, which really drew my attention. I was 25 by then, and that was just my first approach to the world of game development, but I really can't stress enough how much that experience resonated on me. All I can say is that the year when I made that first contact was the same year that I left Hispanic Studies to start an associate's degree specialized on video game creation.

Consequently, after learning a lot of the basics of many disciplines thanks to that degree, I decided to fully embark on this fascinating form of creative expression and started to spend a lot of my time developing small, unpublished projects with one goal in mind: expanding my knowledge on some of the many different branches that conform this world —and in particular Unity, C# programming and game design—, just like I had done several years before with the art of writing.

Best of both worlds

Speaking of which, writing was still very present in my life. It was during the following two years, in fact, when I decided to use my long experience pressing keys in front of a white sheet of paper to start writing what eventually became my first full books: three poetry compilations, each with a different approach and idiosyncrasy, but all equally special to me. The three are still unpublished (except for a few fragments in my portfolio), but not for long.

In a similar way, all the time that I've spent learning about video game development has recently materialized —after one year of planning and production— into my first published video game: Loviits. And while it is a modest creation, it makes me happy both in a personal level, because I've been able to craft it entirely from scratch and release it on the intended date, and a professional one, since it has allowed me to grow a bit more every day as a developer.

Last but not least, I've recently started to contribute to the incredible team of NextN (a digital video games news website), and my goal from here on out is to keep carrying forward my two biggest passions, as I've been doing for years now, while looking for new and more ambitious opportunities of personal and professional growth.