



MYRIAM COLLADA MUÑOZ

Game Developer | Applied AI

CONTACT

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PROFILE

Game developer with a **double major** in **Design** and **Programming** and over **12 published games**, currently studying the **MSc in Artificial Intelligence at Universidad Politécnica de Madrid**. Experience coordinating small teams and a track record across more than **10 hackathons and game jams**, with **three first places**. Focused on **applied AI**: intelligent agents, behaviour simulation and generative systems.

EDUCATION

Universidad Politécnica de Madrid — MSc in Artificial Intelligence
2026 – Present

UDIT — BSc in Development of Video Games and Virtual Environments
2022 – 2026

- **Double major** in **Design** and **Programming**
- **Relevant coursework**: Advanced Artificial Intelligence, Object-Oriented Programming, Graphics Programming, Concurrent Programming, Databases...

SKILLS

Languages: C++, C#, Python, JavaScript, HTML, CSS

Engines: Unity, Unreal Engine 5, Construct 3

AI: Ollama, RAG, planning systems...

Tools: Git, GitHub, Git LFS, Visual Studio, VS Code

PROJECTS

Adaptive AI architecture for enemy behaviour —
Unreal Engine 5 · Final degree project

- Hybrid director-agent system combining GOAP planning with Case-Based Reasoning, adapting NPC behaviour to the player's style while keeping pacing under designer control. Validated through an ablation study and user testing.

Local RAG system — Ollama, Llama 3, Gemma 3

- Web tool that turns documents into adaptive learning material using generative AI.

EXPERIENCE

QA Tester — Nakama Game Studio · *Coloratura* — 2026

Testing on a narrative adventure played entirely through audio, with a focus on accessibility for blind players. Featured in national media including ABC, Antena 3 and Vandal.

Software Intern — Lurtis AI — Nov 2024 – Apr 2025

Developed software tools and Unity prototypes for a company specialised in AI-based solutions.

Assistant Instructor — UDIT Video Game Summer Camp — Jul 2023/2025

Taught design and programming to students aged 15–18.

Brand Ambassador — UDIT — 2023 – 2026

Represented UDIT's video game programme at open days and industry events including IFEMA (2023–2024) and Madrid in Game (2024–2025).

LANGUAGES

- **Spanish** (native)
- **English** (C1, Cambridge)

VOLUNTEERING

- **Abrazo Animal** (2015 - present)
- **GREFA** (2021 - 2022)

AWARDS

1st place — IndesIA AI Hackathon with Ferrovial, 2024

1st place — HackSTEM Spanish Startups × Siemens Gamesa, 2023

1st place — Hack For Good, Telefónica, 2022

3rd place — Hack For Good, Telefónica, 2024

3rd place — Ideathon Amadeus × ESNE, 2022

Selected exhibitor — Game Jam Madrid Crea, 2024, 2025, 2026