



AIMAR GOÑI



ME

My name is Aimar Goñi, and I'm a Games development student trying to get into the games industry. I have ample experience programming, and I have even released a game to Steam called LOW BATT working in a semi-professional environment. I have also programmed my own game engine, and I have good knowledge of optimization and low-level programming.

PERSONAL DETAILS

- Name**
Aimar Goñi
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- Email**
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- Date of birth**
14/10/2002
- Gender**
Male
- Nationality**
Spanish
- LinkedIn**
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- Website**
<https://aimar-goni.github.io/>

SKILLS

- C++
- C#
- C
- SQL
- AI
- algorithms
- team player
- Git
- Perforce
- API
- Computer Science
- Unity
- Unreal Engine
- OpenGL



WORK EXPERIENCE

- Sep 2023 - Jul 2024 **LOW BATT | AI PROGRAMMER**
Watermill Studios, Valencia, Spain
Classic top-down shooter developed in Unreal Engine 5, published on Steam on July 2023. As our biggest university project, I worked alongside seven game artists, two game designers and eight game programmers. The project was supervised by two experienced game producers with whom we held regular scrum meetings. I was primarily responsible for most of the game AI. I did a full implementation of the enemies like the base programming, custom movement and evasion algorithms and the animation and particle implementation
- Sep 2023 - Jun 2024 **ENGINE AND GRAPHICS PROGRAMMER**
VORPAL ENGINE, Valencia, Spain
Graphics Engine written from scratch in C++ & OpenGL. It runs scenes in VR headsets, implements portals, scene saving, an ECS, a user-friendly editor, and edit/play mode differentiation.



EDUCATION

- Oct 2021 - Jul 2024 **High National Diploma in Computing**
ESAT - Escuela Superior de Arte y Tecnología, Valencia, Spain, Valencia
- Sep 2024 - Present **Games Development BSc**
UCA - University for theCreative Arts, Farnham, UK