Antonio Priego Raya

Game programmer

Looking For → **Remote job**

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⌗ github.com/AntonioPriego
🔗 antoniopriego.github.io/portfolio

EXPERIENCE

Mid Salesforce Developer

NTT Data, Remote

📅 November 2023 - Present

- I am promoted to mid developer, which is a double jump in the internal hierarchy of the company because they are very satisfied with my work.
- The development of the project at Damm came to an end with very satisfactory results and a team of colleagues that we all wanted to continue to be part of.
- I am teaming up with the Salesforce support team in anticipation of a new project.

Junior Salesforce Developer

NTT Data, Remote

📅 November 2022 - November 2023

- First contact with labour world.
- I trained by obtaining official Salesforce certifications while working on a Telefónica project.
- My first project as lead developer at Damm.

SOME PROJECTS 🔗 antoniopriego.github.io/portfolio

Multiplayer RPG Waves Survival | Developed with Unreal Engine & C++

Multiplayer / Replication, Component based actors, Custom Gameplay Ability System, Mid-Complex animations system, Gameplay tags usage, Mid-Complex Behavior Trees, Navigation System, Environment Query System, BT Tasks, Mid-Complex UI UMG Widgets, Shooter & Abilities system, Materials focused on gameplay, Deep engine architecture knowledge, Basic Menus, Basic Save System, Efficient Asset Management, etc.

Coffee Shop OpenGL scene | Developed with OpenGL, Glut & C++

Graphics, lighting, texturing and hierarchical animated models.

OBJECTIVE

After two years of training and developing video game projects in my spare time; I have decided to follow my heart and take the leap into the videogame industry as creating games satisfies me like nothing else.

I LOVE <3

🐢 Animals   🎮 Video Games   🖥 Computing   🎵 Music   📖 Read & Write

EDUCATION

Computer engineering

Expertise in hardware

📅 2017-2022

📍 University of Granada

🏆 **Honours in my final degree project**

Baccalaureate

📅 2015-2017

📍 IES Inca Garcilaso, Cordoba

SKILLS (Ordered by comfort)

Programming Languages

- C / C++
- Java
- Bash
- Javascript
- Python
- C#

GameDev

- Unreal Engine
- OpenGL
- GDD
- Unity

Others

- Linux
- QT
- Git / Github
- Salesforce
- Arduino
- Docker

OTHER INFORMATION

- **English** | B2 CEFR | C1 NTT Data
- **Spanish** | Native
- Full driving licence