

Antonio Priego Raya

Game Developer

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.

EXPERIENCE

NTT Data, Remote

Mid Salesforce Developer

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.

NTT Data, Remote

Junior Salesforce Developer

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.

GAMEDEV PROJECTS HIGHLIGHTED

Multiplayer RPG Waves Survival

Developed with Unreal Engine & C++

May 2023 – October 2023

- 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.
- Developed while doing guided learning with Tom Looman's course.

Coffee Shop OpenGL scene

Developed with OpenGL, Glut & C++

September 2019 – January 2020

- Graphics, lighting, texturing and hierarchical animated models.

Cordoba, Andalusia, Spain

+34

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antoniopriego.github.io/portfolio

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linkedin.com/in/antonio-priego-raya

SKILLS

Unreal Engine

Blueprints

C++

Git | Github

GDD

Linux

Python

Java

C#

LANGUAGES

- English | B2 CEFR | C1 NTT Data
- Spanish | Native

OTHER QUALIFICATIONS

Agile Development Course By Juan Julián Merelo (UGR professor)

English CEFR B2 Trinity

Professional Game Development in C++ and Unreal Engine

EDUCATION

Computer engineering

Expertise in hardware

2017–2022

University of Granada

- Awards: Honours in my final degree project

Baccalaureate

2015–2017

IES Inca Garcilaso, Spain