

Ángel Artigas Pérez

Games Programmer

Contact

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Languages

Spanish (Native)

English (Fluent)

Skills

➤ Programming Languages

- C/C++
- C#
- Python
- Kotlin
- LUA
- ARM

➤ Game Engines

- Unreal Engine 4 & 5
- Unity3D

➤ Render

- OpenGL
- GLSL

➤ Source Control

- Perforce
- Git

➤ Miscellaneous

- ImGui
- SDL2
- Trello

Experience

ANDARA: Rise for Rebellion - Unreal Engine 4 Programmer

Sept 2022 – July 2023

Development of a Third-Person Shooter game by a team of 16 people as an academic project in ESAT. The project has been published on Steam.

I mainly worked on the AI behaviour of the enemies, including adjusting their animations and different states of aggressiveness, as well as a wave management system. I also implemented some gameplay hazards, optimised particles and object pooling.

Gamanda Games – UE4 & 5, Unity3D, OpenGL Programmer

Sept 2020 – June 2023

Group formed together with other classmates. I have worked on numerous projects in Unreal Engine 4 & 5, Unity3D and graphics programming. In addition, we have published a mobile game on the Play Store.

Formation

HND in Computing, BTEC Level 5

ESAT (Escuela Superior de Arte y Tecnología)

Sept 2020 – July 2023, Valencia, Spain

- Average Grade: Distinction.
- Honours: Best Academic Record in the promotion.

CFGS in Multi-platform Application Development

IES Santiago Hernández

Sept 2018 – June 2020, Zaragoza, Spain

Bachillerato Tecnológico (A Levels equivalent)

IES Goya

Additional Information

- Willing to work In-Office and Remote.
- Teamwork and organisational skills.
- Self-taught and motivated to learn new skills.
- Private lessons teacher for 3 years.

References available on request