Ángel Artigas Pérez

Games Programmer

Contact

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Languages

Spanish (Native)

English (Fluent)

Skills

- ➤ **Programming Languages**
  - C++
  - C
  - C#
  - Python
  - Java
- ➤ **Game Engines**
  - Unreal Engine 4 & 5
  - Unity3D
- ➤ **Render**
  - OpenGL
  - GLSL
- ➤ **Source Control**
  - Perforce
  - Git
- ➤ **Miscellaneous**
  - ImGui
  - SDL2
  - Trello

Experience

TPS Project - Unreal Engine 4 Programmer
Sep 2022 – Present

Development of a Third-Person Shooter game by a team of 16 people. I am mainly working on AI behaviour of various types of enemies. I am also implementing gameplay hazards and particles. The project will be published on Steam and presented at DreamHack Valencia in July 2023.

Gamanda Games – UE4 & 5, Unity3D, OpenGL Programmer
Sep 2020 – Present

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)
Sep 2020 – Present, Valencia, Spain

CFGS in Multi-platform Application Development
IES Santiago Hernández
Sep 2018 – Juny 2020, Zaragoza, Spain

Bachillerato Tecnológico (A Levels equivalent)
IES Goya
Sep 2015 – Juny 2017, Zaragoza, Spain

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.
- Job experience as warehouse worker for 9 months.