

# Ángel Artigas Pérez

## Videogames Programmer

I am an enthusiastic game developer with a deep passion for video games. I am eager to contribute my expertise and learn from industry professionals. I love tackling challenges and collaborating with my peers to overcome them. Currently, I am on the lookout for a workplace that nurtures both my professional and personal growth, where teamwork and the sharing of ideas are valued.

## 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.

## 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

## Portfolio

[artigasdev.github.io](https://artigasdev.github.io)

## Contact

Passeig de la Petxina 60, 46018  
Valencia, Valencia, España

(+34) 694474491

[artigasdev99@gmail.com](mailto:artigasdev99@gmail.com)

[linkedin.com/in/angelarti](https://linkedin.com/in/angelarti)

## 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