



Ángel Artigas

Programmer



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artigasdev.github.io

Game Engines

Unreal Engine 4 & 5
Unity

Programming Languages

C, C++
C#
Python
Kotlin
LUA
ARM

Render

OpenGL
GLSL
RenderDoc

Source Control

Perforce
Git
SourceTree

Miscellaneous

ImGui
SDL2
Jira, Trello
Visual Studio, Rider

Languages

Spanish (Native)
English (Fluent)

Additional work examples available
upon request

EXPERIENCE

Triple Cherry | April 2024 - Present

Junior Programmer

Kotlin development to deploy JavaScript projects that are compatible with PCs and all types of mobile devices.

- Applied **SOLID principles** and best practices to the implementation of new code promoting modular design, scalable solutions and reduced dependencies.
- Exhibited strong **problem-solving skills** by resolving critical bugs under tight deadlines, ensuring project quality and stability.
- Work organised through tasks within sprints of the **SCRUM** and Agile methodologies.

Chivito Games | Sept 2022 - July 2023

Unreal Programmer

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:

- **AI behaviour** of the enemies (including adjusting their animations and different states of aggressiveness).
- Wave management system.
- Gameplay hazards and their interaction with the player.
- Optimised particles and object **pooling**.

ESAT | May 2022 - Present

Assistant Professor

During my years as a student and after I graduated, I have tutored many first and second year students. I have helped them understand:

- C and C++ concepts.
- OpenGL graphic programming.
- ARM Assembly language.
- Unity & Unreal usage.

EDUCATION

HND in Computing | Sept 2020 - July 2023

Escuela Superior de Arte y Tecnología, Valencia, Spain

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

CFGS in Multi-platform Application Development | Sept 2018 - June 2020

IES Santiago Hernández, Zaragoza, Spain