

Aaron Samaniego Diaz

blyron.github.io



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Profile:

Motivated coder with special interest in developing games and physics related applications or systems in **UE4** using **C++**. I always look for work with a team, because I want to learn from my mates and help them as much as I can, always looking for the most optimal result for my mates.

I developed a game called **Old Town Stories** in which I participate as Core Programmer and Debugger, during my last year on **ESAT**. It have been published on Steam.

Skills

Programming Languages:

- C++ , C, GLSL, ARM Assembly, Python, Lua, Java.

Computer Graphics

- OpenGL 3.X

Game Engines:

- Unreal Engine 4 & Unity3D

Source Control Software

- Perforce & Git

Debugging Software

- Valgrind, RenderDoc & Visual Studio

Languages

English: Professional Proficiency

Spanish: Native Proficiency

Basque: Native Proficiency

Studies

Escuela Superior de Arte y Tecnología (ESAT)

October 2016 - July 2019

HND Computing & Systems Development

Graduated with Distinction



Project Design, Implementation & Evaluation - Distinction

Procedural Programming - Distinction

Programming in Java - Distinction

Data Structures & Algorithms - Distinction

Maths for Software Development - Distinction

Sheffield Hallam University

September 2019 - June 2020

BSCs Computer Science for Games

Expected to graduate with First



Final Year Project - Upper Second

Real Time 3D Techniques for Games - First

Effective C++ - First

3D Games Prototyping - First

Achievements

I have developed some mini games and some software which you can see on my portfolio:

blyron.github.io

Old Town Stories:

During 2018- 2019 course i have been in Deer Captain team, were i take part on the development of Old Town Stories which is a VR Shooter. It was published on steam on December of 2019