CÉSAR MOLTÓ MORILLA

GRAPHICS & GAMEPLAY PROGRAMMER

ABOUT ME

I am a programmer specialized in Graphics and Gameplay Programming who loves creating interactive experiences that players find immersive, intuitive and visually impressive.

I am passionate about technology, sports and travelling. When I am not working or studying, I like playing competitive video games, watching movies, and doing outdoor sports and martial arts.

SKILLS

C / C++ / C# / JAVA / GLSL / BLUEPRINTS (UE4 VISUAL SCRIPTING)

UNREAL ENGINE 4 / UNITY 3D / OPENGL / VISUAL STUDIO / ANDROID STUDIO

GRAPHICS PROGRAMMING / GAMEPLAY PROGRAMMING / VR PROGRAMMING

GIT / MERCURIAL / PERFORCE

TEAM WORK / AGILE METHODS / PROJECT MANAGEMENT

LANGUAGES

SPANISH
Native Proficiency | Mother tongue

ENGLISH
Professional working proficiency | C1

GERMAN
Elementary Proficiency | A2

JAPANESE
Elementary Proficiency | N5

ADDITIONAL INFORMATION

EMAIL
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WEBSITE
https://cesarmolto.github.io

PHONE NUMBER
+34 620 893 530

LINKEDIN
César Moltó Morilla

EDUCATION

REY JUAN CARLOS UNIVERSITY — **SPAIN**
Master in Computer Graphics, Games and Virtual Reality — *2021 - Present*

UNIVERSITY OF ALICANTE — **SPAIN**
Multimedia Engineering Degree, GPA: 7.90 / 10 — *2016 - 2021*
- GPA: 7.90 / 10

ATHLONE INSTITUTE OF TECHNOLOGY — **IRELAND**
Software Engineering Exchange Year (Erasmus K103) — *2018 - 2019*
- GPA: 8.93 / 10

WORK EXPERIENCE

HANDY GAMES — **WÜRZBURG, GERMANY**
Game programmer — *September 2020 - May 2021*
- Worked on the porting of a AAA Action-RPG video game to the Android and IOS platforms.
- Implemented of game controller support, rendering of controller-specific 3D/2D graphics, and rendering of UI elements and animations.
- Performed graphics rendering optimization, testing and troubleshooting for graphics and gameplay bugs as well as ensuring correct documentation.

4FREAKSFICTION — **REMOTE**
Game programmer — *October 2018 - September 2020*
- Worked as volunteer programmer on the development of several video game prototypes for pc and mobile platforms with Unity3D.
- Coordinated code remotely with other programmers to prototype and implement new gameplay features; i.e., combat and interaction mechanics, player controls, etc...

PROJECTS

DODGEBALL MASTERS
Gaphics and gameplay programmer, and Project Manager — *2019 - 2020*
Supervised and programmed a dodgeball multiplayer game with 8 playable characters and +20 unique skills using C++ and OpenGL.
More information: *https://cesarmolto.github.io/dodgeball-masters.html*

BATTLE TANK
Solo project — *2019*
Developed a head-to-head tank fight game with AI-controlled enemies, pathfinding, and an advanced control system in UE4.
More information: *https://cesarmolto.github.io/battle-tank.html*

ROOM MAKER VR
Graphics programmer, Designer and Project Manager — *2017 - 2018*
Led a 4 people team into programming and designing a Virtual Reality scenario editor with Unity 3D and Oculus hardware.
More information: *https://cesarmolto.github.io/room-maker.html*