CÉSAR MOLTÓ MORILLA

VIDEO GAME PROGRAMMER

ABOUT ME

I am a video game programmer specialized in Gameplay Programming who loves creating interactive experiences that users find immersive, intuitive, and challenging.

I am passionate about technology, sports, and travelling. When I am not working or studying, I like to play competitive video games, watch movies, or do outdoor sports and martial arts.

SKILLS

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

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

GAMEPLAY + AI PROGRAMMING / PHYSICS + GRAPHICS + VR PROGRAMMING

GIT / MERCURIAL / GITHUB / PERFORCE

TEAM WORK / AGILE METHODS / PROJECT MANAGEMENT

LANGUAGES

ENGLISH
Full Professional Proficiency | CAE (C1)

GERMAN
Elementary | A2 level

JAPANESE
Beginner | Around N5 level

SPANISH AND CATALAN
Mother tongue | Native level

ADDITIONAL INFORMATION

EMAIL
cmoltomorilla@gmail.com

WEBSITE
https://cesarmolto.github.io

PHONE NUMBER
+34 620 893 530

SKYPE
srmolto

EDUCATION

UNIVERSITY OF ALICANTE   **SPAIN**
Multimedia Engineering Degree   *2016 - Present*

- Specialization in Creation of Digital Entertainment.
- GPA: 7.73 / 10

ATHLONE INSTITUTE OF TECHNOLOGY   **IRELAND**
Software Engineering Exchange Year (Erasmus K103)   *2018 - 2019*

- Specialization in Game Programming.
- GPA: 8.93 / 10

WORK EXPERIENCE

HANDY GAMES   **WÜRZBURG, GERMANY**
Game programmer intern   *September 2020 - March 2021*

- Testing and troubleshooting for bugs and stability as well as ensuring correct documentation.
- Implementation of game controller input and UI with C++ and a custom game engine.
- Collaborate closely with other programmers, designers, testers, and artists to make sure that the game application meets functional and performance requirements.

4FREAKSFICTION   **REMOTE**
Game programmer   *October 2018 - September 2020*

- Volunteer work at this junior enterprise for PC and Mobile game development.
- Coordinated code with other programmers to prototype and implement new gameplay features in Unity 3D; i.e., combat and interaction mechanics, player controls, etc...

PROJECTS

DODGEBALL MASTERS
Gameplay and Engine programmer, Project Manager   *2019 - 2020*

Supervised and programmed a dodgeball multiplayer game with 8 playable characters and +20 unique skills using C++ and OpenGL.
Source code: https://github.com/Woko103/Dodgeball_Masters

BATTLE TANK
Programmer and Designer   *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*

BAT HUNTER TANUKI: THE REVENGE
Programmer and Designer   *2018 - 2019*

Programmed and designed a Japanese folklore-inspired game in one week for the 2 Buttons Jam 2018.
More information: *https://cesarmolto.github.io/bat-hunter-tanuki.html*

ROOM MAKER VR
Programmer, Designer, and Project Manager   *2017 - 2018*

Led a 4 people team in programming and designing a Virtual Reality scenario editor with Unity 3D and Oculus hardware.
More information: *https://cesarmolto.github.io/room-maker.html*