



JORGE TEJADO

Video Game and Systems Developer

About me

Passionate about all aspects of videogames, in particular their design, programming and low-level development, with a keen interest also in the field of game engines

Contact

✉ jorgetejadolopez@gmail.com

in [LinkedIn](#)

Languages

Spanish:
Native

English:
High level: B1 Cambridge
Preliminary

Skills

- Great skills and experience when it comes to facing and taking on new challenges.
- Interest in continuing to develop and learn continuously.
- Teamwork and ability to foster a pleasant atmosphere.
- Great perfectionism and attention to detail. I like things well done.

Work experience

Layout

La Tribuna de Toledo Newspaper - June - September 2018

Unity, VFX programmer and Icon design,

Firescale Studios | Internship February - May 2022

Tools & IT Programmer

PENDULO STUDIOS SL. | March 2023 - April 2024

Throughout my time at Pendulo Studios I learned how to work with a large team, how to support systems that are part of a complex workflow and how to analyse and improve these systems to make them easier to use and develop. I also improved my skills as a programmer when making tools for Maya, Blender, Unreal Engine or Unity, using the languages Python, C++ and C# respectively.

Academic data

Toledo School of Arts

Associate Degree in Illustration | 2016 - 2018

Jaume I University

Bachelor's Degree in Video Game Design and Development | 2018 - 2022

During the years in which I did my degree I embarked on many practical projects of video game development and design. As a Final Degree Project I decided to make a videogame engine that achieved an A grade, being able to learn in depth the C++ language as well as working and managing a large-scale project with different systems (rendering, entities, physics...). I am currently working on a new improved game engine to develop video games as a personal project.

Programmes

- Unreal Engine
- Unity
- Godot
- Photoshop
- Illustrator
- Blender/Maya
- Android Studio

Frameworks

- Three.js
- Qt

Other

- .Net
- React
- GitHub

Programming languages

- Python
- C++
- C#
- JavaScript
- Kotlin