

David López Espada

Personal Info

Email
DavidLEspada@gmail.com

Phone
722392080

Skills

- Unreal Engine
- C++
- Engine tools programming with C++ and Python
- Unreal Engine modern systems like GAS and CommonUI
- Code and blueprint debugging
- GPU, CPU and Memory profiling
- Animation programming
- Team leadership and coaching
- Reliable teammate

Software

- Unreal Engine
- Visual Studio
- JetBrains Rider
- PyCharm
- Blender
- Draw.io

Languages

- Spanish ★★★★★
- English ★★★★★

Hobby/Interest

- Videogames
- Playing keyboard
- Table Tennis
- Robotics
- Graphics Programming

Unreal Engine / C++ Game Programmer with three years of experience leveling up daily.

I started working in the video game industry in 2020. I started developing prototypes and developing VR apps to now leading demanding projects.

I have a passion for everything related to problem-solving in development, from gameplay to animation, AI and tools, having experience in each area.

Work History

2022-11 - present	<h3>Lead Programmer</h3> <p><i>Pentakill Studios, Valladolid</i></p> <p>Developed some core architecture of the project such as:</p> <ul style="list-style-type: none">Gameplay framework in C++ using Gameplay Ability System.UI system using CommonUI for the Main menu, Pause menu and Settings menu.An event system solution called "Consequence System" for managing all kind of gameplay events in a modular way.The animation locomotion logic of the player.Adapted SPUDs Save System.Developed engine tools for artists, game desginers and other programmers. <p>I also lead a team of programmers where I:</p> <ul style="list-style-type: none">Review code and help getting the best solution.Manage pipeline tasks and programming production issues.Coach intern programmers and new employees.
2022-08 - 2022-11	<h3>Gameplay Programmer</h3> <p><i>Pentakill Studios, Valladolid</i></p> <p>Development in a next-gen first person horror video game, working with 10+ developers and in charge of Gameplay Programming.</p>
2021-01 - 2021-05	<h3>Unreal VR Developer</h3> <p><i>FrameOver, Valencia</i></p> <p>Main programmer in an standalone experience for Oculus Quest 2 developed in Unreal Engine.</p> <ul style="list-style-type: none">Installed SDKs and responsable for app builds and compatibilityVR interaction systemsUI navigationAndroid profiling for optimal FPS
2020-10 - 2021-01	<h3>Junior Game Programmer</h3> <p><i>FrameOver, Valencia</i></p> <p>I developed a prototype of a video game using blueprints, prioritizing efficiency mixing quick and useful solutions.</p>

Education

2019-09 - 2020-06	<h3>Videogame Development, Master in videogame development</h3> <p><i>PrimerFrame, Valencia</i></p> <p>Project at the end of the course.</p>
2012-09 - 2018-06	<h3>Highschool</h3> <p><i>I.E.S San Pascual, Alicante</i></p>