

# GAIZKA CALVO

## Gameplay programmer

Experienced video game developer seeking to further advance my programming expertise within the video game industry. Passionate about developing gameplay mechanics and artificial intelligence for games.

## EXPERIENCE

### Tools programmer (AAA Game)

#### Mercury Steam

JAN 2022 - NOV 2022

- In charge of implementing editor tools using Qt into the company's custom engine.
- Collaborated with gameplay, tools, and art departments to deliver intuitive and user-friendly tools.
- Evaluated tool robustness, ensured scalability, and optimized code for peak performance.
- Restructure old code implementing new tool features alongside.

### Unreal Engine Developer

#### Dialoga

OCT 2023 - OCT 2024

- Managed an Unreal Engine project.
- Ensured compatibility for a multiplatform project on Windows and Linux.
- Collaborated with team members to integrate the project into the company server.
- Ensured the robustness and scalability of the code.
- Expanded knowledge on blueprints, modules, plugins, materials, animation, and skeletal mesh.
- Debugged Unreal Engine builds and resolved multiplatform issues.

## GAME PROJECTS

[Link](#)

### Eyes of Minerva - Unreal Engine 4

SEP 2020 - MAY 2021

Senior 3D game project. 11 people team, 6 programmers and 5 artists. Worked on one enemy implementation and later level design and test.

### Toy Tank! - Custom C++ Engine

SEP 2019 - MAY 2020

Junior 3D game project. 7 people team, all programmers. Worked on one enemy implementation, path tools and camera implementation at beginning of the level with paths.

## TECHNICAL PROJECTS

[Link](#)


### Advanced Computer Graphics Framework


Implementations to avoid bottlenecks in the CPU and GPU such as some spacial data structures (octrees and kd-trees), the construction of bounding volumes and their hierarchies for collision detection and the GJK method.


### Neural Network with Deep Q-Learning


Implemented Neural Network and then applied the technique of Deep Q-Learning to make an AI learn to play the game Snake.

## CONTACT

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 [Webpage](#)

## EDUCATION

### BS in Computer Science in Real-Time Interactive Simulation

[DigiPen - Institute of Technology Bilbao](#)  
(2017 - 2021)

## SKILLS

### Technical skills

C/C++	Git / Perforce
Visual Studio	Unreal Engine 4 / 5
Qt	Unity
GLSL	Jira

### Soft skills

Team worker	Open-minded
Driving License	

## LANGUAGES

Spanish	Native
Basque	Native
English	Advanced