

Sebastián Valdés Sánchez

VIDEOGAMES PROGRAMMER

CONTACT

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[valdessa.github.io](https://github.com/valdessa)

LANGUAGES

Catalan **Native**

English **Fluent**

Spanish **Native**

SKILLS

➤ PROGRAMMING LANGUAGES:

- C / C++
- C#
- Python
- Kotlin
- SQL
- GLSL
- HLSL

➤ GAME ENGINES:

- Unreal Engine
- Unity Engine

➤ GRAPHIC APIs:

- OpenGL
- Direct X

➤ SOUND APIs:

- SoLoud
- MiniAudio

➤ SOURCE CONTROL:

- Perforce
- Git

RELEVANT EXPERIENCE

INVICTA: The Next Queen – Unreal Engine 4 Programmer

Sep. 2022 – July 2023

Development of a TopDown “Soulslike” game by a team of 14 people as an academic project in ESAT. The Project has been published on Steam.

I mainly worked on all In-Game Animations implementations and events (both the main player and all the enemies). I also implemented gameplay projectiles and hazards like fire, ice, electric, oil... etc.

Poyo Engine – Graphic Engine Programmer

Sep. 2022 – June 2023

Worked on my first Graphic Engine made from scratch with C++, OpenGL and built it component-oriented using an Entity Component System (ECS). Also, a porting to DirectX11 was made.

EDUCATION

Sep. 2018 – July 2020 | València, Spain

Bachillerato Tecnológico.

Colegio Adventista de Sagunto

Sep. 2020 – July 2023 | València, Spain

HND in Computing, BTEC Level 5

ESAT (Escuela Superior de Arte Tecnología)

- Average Grade: **Distinction.**

ADDITIONAL INFORMATION

- Open to both In-Office and Remote work.
- Collaborative abilities and organizational aptitude.
- Experienced private OpenGL and C++ teacher for a duration of 1 year.