

# Juan José Gómez Simón

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## Experience

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**C++ Programmer**, Catness Game Studios Jan 2023 – Feb 2025

- Implemented the leaderboard service for any console platform in 2 days by developing previously a custom plugin in C++ for Unreal Engine
- Adjusted thousands of LOD properties in 1 hour by developing a tool in C++ to edit them in batches
- Achieved substituting 700 old dialogue audios with new ones corresponding to their new subtitles in 1 day by developing a tool in C++ for Unreal Engine
- Ported Sea Horizon for PS4, PS5 and Xbox in 3 months by first solving the complex tasks using Unreal Engine
- Ported Hell of an Office for PS4, PS5 and Switch in 6 months by working with the team using custom plugins
- Ported Genie Reprise for PS4, PS5 and Xbox in 2 months by using Scrum and custom tools in C++

## Skills

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**Languages:** C++, C

**Technologies:** Dear ImGui, OpenGL Mathematics, EnTT, GLFW, Spdlog, Stb\_image, Glad, OpenGL, Vulkan

**Software:** Unreal Engine 5, Unreal Engine 4, Perforce Helix Core, RenderDoc, TeamCity

## Projects

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**Game Engine in C++ with OpenGL** [github.com/GomezJuanJose/ModelOne](https://github.com/GomezJuanJose/ModelOne)

- Developed a first game engine to learn the basic concepts, programmed a layered architecture and implemented subsystems such as physics, renderer, ECS and events in 1 year
- Tools Used: C++17, OpenGL, GLFW, Glad, OpenGL Mathematics, Dear ImGui, Stb\_image, Premake5

**Game Engine in C with Vulkan** [gomezjuanjose.github.io/post/cenginevulkan/](https://gomezjuanjose.github.io/post/cenginevulkan/)

- Programmed a basic version of the first game engine, made from scratch in C with an efficient architecture by applying a data-oriented paradigm
- Tools Used: C, Vulkan, Make, Stb\_image

## Education

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**Universidad Jaume I**, BS in Game Desing and Development

2023