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JESÚS HERNÁNDEZ

Gameplay
Programmer

PROFILE

I'm Jesús, a passionate **Videogame Programmer** who loves to design and develop videogames and game-focused applications.

I'm graduated in **Multimedia Engineering** with a **major in Videogames and virtual entertainment**.

Also have interest in retro games and good coding practices.



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EDUCATION

2014 - 2019

University of Alicante / Bachelor Degree

Multimedia Engineering Graduate.
Videogames and digital Entertainment Branch.

2018 - 2019

City University of Hong Kong / Exchange Programme

Computer Science Exchange Programme focused on Web Applications and Computer Vision.

10/2017 - 05/2018

Project-Based Learning / Wizards and Warlocks

Team-based 3d-shooter local-network multiplayer Wizard game. The game was developed by 5 Multimedia Engineering students throughout an academic year, from scratch using **C++** and **OpenGL**.

I scripted half of the gameplay mechanics, helped with the engine structure, graphics engine lead. Also made a Unity tool so level designers could export maps in XML.

EXPERIENCE

08/2023 - Present

Outplay / C++ Engineer

Worked as a Gameplay C++ Engineer at Angry Birds Pop at Outplay Entertainment.

Collaborated with Rovio Tools, collaborated successfully with the team in both bug fixing and live feature release.

07/2021 - 08/2023

Ubisoft / Junior Gameplay Programmer

Worked as a Gameplay programmer at Rainbow Six Siege at Ubisoft Barcelona.

I worked using C++ and Anvil, one of Ubisoft's most used Graphics engine. I assisted on the development of new live features while working with canadian, german and chinese teams.

03/2020 - 09/2020

King / Game Developer Temporary Contract

Worked as a C++ programmer at King Barcelona. Within this role I remotely worked on Pyramid Solitaire Saga.

I assisted the team with the development of new LiveOps features, bug and crash fixing and refactor and maintenance of existing code.

PROJECTS

King Of The Jungle / Action Game

2d-platformer one-hit-kill multiplayer game where you can play with up 4 friends and conquer the battle for the podium. Developed for GNU/Linux platform, using **C++**, **SFML** graphics library and **Box2D** physics library.

Scripted some game mechanics, map loading and game sequence.

Packedfactory / Strategy Game

Factory planning game where you have to create your own logistic station dealing with limited space and route boxes from entry to exit points. Made for **Game Boy** entirely in **gbz80 Assembly**.

Who wants to be millionaire / Quiz Game

Mobile phone where different questions were being displayed and only one of the 4 answers is right. Developed for Android and iOS using **Unity3D** and **C#**.

I scripted game mechanics, UI animations, question importer, advertisements powered by Google Admob, and Google Play achievements.

LANGUAGES

English

Spanish

Italian