

# JH

# JESÚS HERNÁNDEZ

Junior Game  
Developer

## PROFILE

I'm Jesús, a passionate **Junior Game 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 leader and made a XML level exporter using in unity.

## LANGUAGES

English

Spanish

Italian

French

## EXPERIENCE

**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.

**02/2019 - 05/2019**

**Devilish Games / Game Programmer Intern**

Worked as a Unity3D Programmer developing a 'Who wants to be a millionaire' videogame from scratch and a VR app for Cardboard.

Scripted all the game mechanics, UI layout, many UI Animations and a VR videoplayer.

## PROJECTS

**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.

**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**.

# Curriculum Vitae