JH

JESÚS HERNÁNDEZ

Gameplay Programmer

✉ contact@jesushfdev.com

☎ (+34) 618 63 18 29

🌐 https://jesushfdev.com/

PROFILE

Gameplay Programmer with 5+ years of experience in C++ and Unity, specialized in delivering live features and core gameplay systems for AAA and mobile titles such as Rainbow Six Siege and Angry Birds Pop.

Graduated in **Multimedia Engineering** with a **major in Videogames and virtual entertainment**.

in https://www.linkedin.com/in/jesushf/

◯ https://github.com/jesushf

TECH STACK

Languages: C++, C#, Python, Assembly
Engines: Unity, Anvil (Ubisoft proprietary)
Tools: Git, Perforce, Jira, Visual Studio

EDUCATION

2018 - 2019
City University of Hong Kong / Exchange Programme

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

2014 - 2019
University of Alicante / Bachelor Degree

Multimedia Engineering Graduate specialized in the Videogames and Digital Entertainment track.

Gained a solid foundation in Computer Science: Data Structures, Algorithms, Logic, Design Patterns, and Low-Level Programming

LANGUAGES

English   (Professional)

Spanish (Native)

Italian   (Intermediate)

Chinese (Basic)

EXPERIENCE

03/2024 - 06/2025
Poysky Productions / Unity Developer (Remote)
Lead Unity C# Developer on two unreleased projects, responsible for core gameplay systems and overall technical architecture.

Implemented key systems, featuring an advanced Animation State Machine with attack combos, AI Behavior Trees and farming mechanics.

08/2023 - 02/2024
Outplay/ C++ Engineer (Full Remote)
C++ Gameplay Engineer on **Angry Birds Pop** (Outplay Entertainment, in partnership with Rovio)

Partnered with Rovio to deliver high-quality updates, ensuring timely live feature releases and efficient bug resolution.

07/2021 - 07/2023
Ubisoft / Junior Gameplay Programmer (Hybrid)
Gameplay Programmer on **Tom Clancy's Rainbow Six Siege** at Ubisoft Barcelona

Collaborated with international teams in +/-6h timezones to implement live features using C++ and Ubisoft's proprietary engine Anvil, ensuring high-quality gameplay experiences.

03/2020 - 09/2020
King / Game Developer Temporary Contract
C++ Programmer at King Barcelona, contributing remotely to **Pyramid Solitaire Saga**.

Delivered new LiveOps features, reduced crash frequency through bug fixing, and improved game performance by refactoring and maintaining legacy systems.

02/2019 - 05/2019
Devilish Games / Game Programmer Intern
Developed a Unity3D adaptation of **Who Wants to Be a Millionaire**, building core gameplay systems and UI from scratch.

PROJECTS

Visit my portfolio to see all of **my projects**:
https://jesushfdev.com/