



Jorge García Prats

VIDEO GAME PROGRAMMER



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<https://www.linkedin.com/in/jorge-garc%C3%ADa-prats-682026263/>

Education

BSc in Games Technology

Coventry University
Sept 2023 - Apr 2024

Certificate of Studies Pearson BTEC Level 5 HND Computing

Escuela Superior de Arte y Tecnología (ESAT). Valencia
Oct 2020 - July 2023

Languages

Spanish :

Native.

Catalan

Native.

English:

Advanced: IELTS overall band score 7.0-CEFR C1.

Skills

- C, C++, C#
- CUDA
- OpenGL
- OpenCL
- ImGui
- SFML
- Unreal Engine 4/5
- Unity
- DirectX11
- Visual Studio
- Github
- Perforce
- Arduino
- Android Studio

RESUME

Junior game programmer (2002) with experience in programming in different languages, like C++, C#, C, and game engines, like Unity and Unreal Engine 4.

Currently finishing a Bachelor's Degree in BSc Games Technology at Coventry University. Expected completion date April 2024

VALUES

I am **passionate about video games**, with a great ability to contribute new and **innovative ideas** to the development of game functions and systems.

My personality makes me **work well in a team environment**, collaborating with other developers, designers and project managers to achieve shared goals and create the best games, experiences and features possible.

I am committed to **quality and attention to detail**, ensuring that all code and features are rigorously tested.

I am able to **prepare technical design documents** to guide the implementation process.

I have a strong motivation that makes me take on **new challenges and adapt to changing circumstances**, which is essential in the world of video games.

EXPERIENCE

AI Programmer (september 2022 - july 2023)

Born To Rise was a final year project that we did as a team named "Raccoons Making Games" composed of 7 programmers, 6 artists, and 3 game designers, at the ESAT.

The game we created is a 2,5D metroidvania platformer game that we published on Steam on July 2023. My role in this project as an AI programmer was to create the behaviour of some enemies.

DREAMHACK Valencia 2023 (july 2023)

Presentation to the public of the video game Born to Rise at the largest video game and interactive leisure event in Valencia.

INDIE SUMMIT Valencia (march 2023)

Participation as a speaker at this international video game event in Valencia, where independent national and international video game developers met.

FIRST PRIZE IN THE III SCHOOL RESEARCH COMPETITION IN SCIENCE AND TECHNOLOGY. Bétera City Council (june 2019)

Construction and programming in Arduino code of the robotic project "The Bodyguard". A safer wheelchair adapted to carry proximity alarms in order to avoid obstacles.



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PROJECTS: VIDEO GAMES

BORN TO RISE

This video game is a 2.5D platformer made in Unreal and published on Steam.

In this project I was an AI programmer and I programmed the lance enemy, the shield enemy and the turret.

https://store.steampowered.com/app/2432460/Born_to_Rise/

ROLLING NEON: Endless Runner

This is an endless runner mobile video game we did in second year of university.

In this project I programmed the gyroscope control (to control the player), the coins, all the obstacles, the procedural way the obstacles are placed (creating a more fun distribution of obstacles for the player) and the infinite loops system (as we only use one scene).

[https://play.google.com/store/apps/details-id=com.Insertthis.RollingNeon&pcampaignid=web_share](https://play.google.com/store/apps/details?id=com.Insertthis.RollingNeon&pcampaignid=web_share)

REQUIEM ENGINE

Requiem Engine is a graphic engine made in C++ and OpenGL in which we implemented various features and a several rendering techniques.

The core of the engine was ported to DirectX11

https://www.youtube.com/watch?v=Lo4PPAZma4M&ab_channel=Cachicullas

PSYCHO PILL

This is a gamejam video game we did as a team in just one weekend.

In this game, as we were only two programmers, we had to program all of it sharing tasks between us, from gameplay to UI.

<https://v3.globalgamejam.org/2022/games/psycho-pill-5>

ROBO REBORN

This is a gamejam video game we created in just one week.

This gamejam was done during my first week of my year in Coventry University so we could know our classmates better.

In this game I programmed the abilities of the special robots, the reset of the levels and the selection of the robots each time the last robot dies.

<https://itch.io/jam/gamejam-takeover-2023/rate/2263571>