

# Ramón Pérez Segarra

Graphical and AI programmer

Programmer with interests in graphical programming and AI development for video games.

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## WORK EXPERIENCE

### ETSICCP UPV, Valencia

*Computer Technician Internship*

MARCH 2017 - MAY 2017

- Computer repairs.

### **Fundació General de la Universitat de València**, Valencia

*Computer Technician Internship*

MAY 2017 - JUNE 2017

- Computer repairs.
- Technical support.

## STUDIES

### ESAT (Escuela Superior de Arte y Tecnología), Valencia

*HND in Computing*

OCTOBER 2020 - JULY 2023

- Formation as a graphical and engine programmer with **OpenGL**.
- Formation as an **Unreal Engine** developer having worked in a professional project with game designers and artists (WIP).

### **IES el Grao**, Valencia

*Vocational studies as multi platform software developer*

2018 - 2020

- Basic and mid level introduction to multi platform software development with **java**, **html**, **xml**, **css** and **SQL**.

## CONTACT ME

Portfolio: <https://lonchadepavo.github.io/>

Email: [lonchadevelop@gmail.com](mailto:lonchadevelop@gmail.com)

Twitter: <https://twitter.com/Lonchadeveloper>

Linkedin: <https://www.linkedin.com/in/ramon-perez-segarra/>

## SKILLS

### TECHNOLOGIES

Unreal Engine

Unity Engine

OpenGL

Android Studio

Git

Perforce

### PROGRAMMING LANGUAGES

C

C++

C#

GLSL (OpenGL Shading  
Language)

Java

SQL

### LANGUAGES

Spanish (Native)

English (Professional working  
proficiency)

Valencian (Limited working  
proficiency)

