

Ramón Pérez Segarra

Graphics and AI programmer - [Portfolio](#)

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

My goal is to produce exceptional gameplay experiences by continuously pushing the limits of what is achievable. I enjoy testing new methods and always striving to give my best effort.

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**.

WORK EXPERIENCE

[Gothic RP - Minecraft Roleplaying Server](#)

Project Co-founder and main programmer

SEPTEMBER 2019 - JULY 2020

- Mechanical, dynamic and game design.
- Economy system design.
- Full time gameplay programmer.
- Server administration.
- Minor marketing job.

[ETSICCP UPV](#), Valencia

Computer Technician Internship

MARCH 2017 - MAY 2017

- Computer repairs.

Plaza Iglesia de los Ángeles, 7
46011 Valencia (Valencia)
(34) 633 423 222
ramonperezdev@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)

WORK EXPERIENCE

Fundació General de la Universitat de València, Valencia

Computer Technician Internship

MAY 2017 - JUNE 2017

- Computer repairs.
- Technical support.