

Ramón Pérez Segarra

Graphical and gameplay programmer

Lorem ipsum

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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

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

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

SKILLS

FRAMEWORKS / ENGINES

Unreal Engine

Unity Engine

OpenGL

PROGRAMMING LANGUAGES

C

C++

C#

GLSL (OpenGL Shading
Language)

Java

LANGUAGES

Spanish (Native)

English (Professional working
proficiency)

Valencian (Limited working
proficiency)

