Ramón Pérez

Gameplay and AI programmer - [Portfolio](#)

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

Experience working on Unreal Engine projects (Blueprints and mainly C++) and also with Graphics Programming (built my own game engine with OpenGL). Check my portfolio or contact me for more details.

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https://twitter.com/Lonchadeveloper

Linkedin:
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WORK EXPERIENCE

NDA PROJECT
Black Forest Games GmbH

Junior gameplay programmer

JANUARY 2024 - FEBRUARY 2024

- Spent time learning a new codebase and project.
- Gameplay programming tasks.
- C++ and Blueprints (Unreal Engine 4.27).

INVICTA: The Next Queen
Dark Moth Games

AI Programmer

SEPTEMBER 2022 - JULY 2023

- AI design & programming
- Systems design & programming
- Gameplay programming

Gothic RP – Minecraft Roleplaying Server

Project Co-founder and main programmer

SEPTEMBER 2019 - JULY 2020

- Mechanical, dynamic and game design & programming.
- Economy system design.
- Server administration.

STUDIES

ESAT (Escuela Superior de Arte y Tecnología), Valencia
HND in Computing

OCTOBER 2020 - JULY 2023

IES el Grao, Valencia
Vocational studies as multi platform software developer

2018 - 2020

TECHNOLOGIES

Unreal Engine

Unity

OpenGL

Android Studio

Git

Perforce

RenderDoc

PROGRAMMING LANGUAGES

C++
C
C#
GLSL (OpenGL Shading Language)
Java

SOFT SKILLS

Experience managing a programming team
Good communication skills between design and programming teams

LANGUAGES

Spanish (Native)
English (Professional working proficiency)
Valencian (Limited working proficiency)