Ramón Pérez

Gameplay and AI programmer - Portfolio

Programmer with interests in gameplay 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.

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STUDIES

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

OCTOBER 2020 - JULY 2023

- Formation as a gameplay and AI programmer.
- 1 year dedicated to learning **AI techniques** in different areas (procedural generation and agents).
- Formation as an **Unreal Engine** and **Unity 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](Gothic RP)

Project Co-founder and main programmer

SEPTEMBER 2019 - JULY 2020

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

ETSICCP UPV, Valencia

Computer Technician Internship

MARCH 2017 - MAY 2017

- Computer technician.

SKILLS

TECHNOLOGIES

Unreal Engine
Unity Engine
OpenGL
Android Studio
Git
Perforce
RenderDoc

PROGRAMMING LANGUAGES

C
Modern 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)