

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.

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

Lahr, Germany

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<https://twitter.com/Lonchadeveloper>

LinkedIn:

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

TECHNOLOGIES

Unreal Engine 4.27/5

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)

REFERENCES

[Ian Clévy](#)

Code Director at
Black Forest Games