Ramón Pérez Segarra

Graphical and AI programmer

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

Plaza Iglesia de los Ángeles, 7
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WORK EXPERIENCE

[ETSICCP UPV](#), Valencia

Computer Technician Internship

MARCH 2017 - MAY 2017

- Computer repairs.

Fundació General de la Universitat de Valéncia, 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**.

SKILLS

FRAMEWORKS / ENGINES

Unreal Engine

Unity Engine

OpenGL

Android Studio

PROGRAMMING LANGUAGES

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

LANGUAGES

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

CONTACT ME

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