

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.

STUDIES

[ESAT \(Escuela Superior de Arte y Tecnología\)](#), 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](#)

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.

Valencia, Spain

(34) 633 423 222

ramonperezdev@gmail.com

Twitter:

<https://twitter.com/Lonchadeveloper>

Linkedin:

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

SKILLS

TECHNOLOGIES

Unreal Engine

Unity Engine

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)

