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 - Present

- Gameplay programming tasks.
- Networking related tasks in Unreal Engine.
- 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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Twitter:
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