


MARC FOLGADO BALBÁS

 Valencia, Spain (46020)

 marcjoelfb@gmail.com

 [+34 656368537](tel:+34656368537)

 LinkedIn: [\[Marc Folgado's LinkedIn\]](#)

 Portfolio: [\[Marc Folgado's Portfolio\]](#)

PROFESSIONAL PROFILE

Game programmer specialized in C++ and Unreal Engine 5, with strong experience in gameplay systems and engine architecture. Versatile developer with background in Unity, mobile development (Kotlin), and custom graphics engines. Passionate about creating impactful game experiences and optimizing performance for real-world projects.

PROFESSIONAL EXPERIENCE

Gameplay Programmer | Cremaet Studios, Valencia

October 2024 – June 2025

- Part of the development team for *Tiris*, a low dark Top-Down third-person Shooter adventure published on Steam.
 - Implemented gameplay systems and mechanics in Unreal Engine 5.
 - Collaborated with artists and designers to deliver polished interactions and smooth player experience.
 - Participated in bug fixing and optimization during the production cycle.
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FEATURED PROJECTS

Tiris (2025)

Steam-published Top-Down Shooter at Cremaet Studios

- Developed core gameplay systems in Unreal Engine 5, including enemy AI, pickups, inventory, and Steam integration.
- Supported bug fixing, video features, and team communication across Programming, Art, and Design.

Raftel Engine (Academic Project, 2025)

- Custom game engine developed in C++ with OpenGL.
- Implemented OBJ mesh loading, dynamic lighting with shadows, HDR rendering, bloom, and PBR materials.
- Developed entity picking system, basic physics (gravity with bounce), and a flexible input system.
- Built an editor interface using ImGui for easy scene editing without hard-coded changes.

Various Academic & Personal Projects (2022–2025)

- Unity and Unreal Engine prototypes.
 - Mobile application developed in Kotlin (Android Studio).
 - Game jams and class assignments demonstrating versatility and teamwork.
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TECHNICAL SKILLS

Programming Languages

- C++ / C#
- Kotlin (Android development)

Game Engines

- Unreal Engine 5
- Unity Engine

Tools and Technologies

- Version Control: Git, Perforce
- Design Patterns: OOP and systems architecture
- Performance optimization
- Mobile development with Jetpack Compose

EDUCATION

HND in Videogames Programming

ESAT (Escuela Superior de Arte y Tecnología), Valencia, Spain (2022 – 2025)

Note: Completed 1 year of Computer Engineering at UPV before specializing in game development at ESAT.

LANGUAGES

- Spanish: Native
 - Valencian: Native
 - English: Advanced (C1 Cambridge Certificate)
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INTERESTS

Game development, real-time rendering, gameplay systems design, emerging technologies in computer graphics.