

# GAMEPLAY PROGRAMMER

### **PROFILE**

- 5+ years of development experience with 2D, 3D and VR games
- Specialized in gameplay and gamefeel
- Production and game design skills
- Prototype and iteration driven development

# GAMEPLAY PROGRAMMER - Stendhal Games [2021-2024]

### **Arcanima: Mist of Oblivion** - Singleplayer ARPG

- Hack 'n' slash fast paced combat implementation: combos, aerial combat, block and counter-attack.
- Optimization and profiling: objetc pooling, time slicing and level streaming
- All characters locomotion and combat animations implementation
- Technical direction: character architecture and data driven design
- Responsive movement system: jumping, dashing and ledge climbing
- Load and save game
- Tool making for artists and designers
- Combat design
- ★ 96% positive reviews on Steam

## VR PROGRAMMER - Prexenz VR Studio [2020-2022]

#### Maltravieso Cave - VR Recreation

- On rails teleportation system
- Hand printing mechanic
- Custom LOD system

# Virtual Production - Homebrew virtual production solution

- Composing real and virtual video signal in real time
- Scenes changes in real time from a mobile device
- Animate virtual avatars in real time via body tracking

#### **Pink Goo** - VR Asymetric couch game

- Implementation of several power-ups
- Additional gameplay polish and design balance

#### **NeoSkills** - Soft Skills Multiplayer VR Training System

- Several gameplay objects implementation like doors
- VR Interface implementation
- Customization tools for artists
- Multiplayer game programming



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# **EDUCATION**

Videogame Design and Development + Computer Engineering **Rey Juan Carlos University** (Madrid, Spain) [2016-2022]

# TECHNICAL SKILLS

### **GAME ENGINES**

Unreal Engine Unity

### PROGRAMMING LANGUAGES

C/C++ Unreal Blueprints

C# Java

### **COLLABORATIVE SOFTWARE**

Notion Git

Slack HacknPlan

Jira

# **SOFT SKILLS**

Teamwork **Active Listening** 

Scheduling Problem-solving

Accepting feedback

# LANGUAGES

**Spanish** - Native

English - B2 First

Japanese - JLPT N5