ROMÁN CHÉRREZ MALA

GAME PROGRAMMER

Proactive, responsible and professional game programmer with recent work being part of the port of **Age of Empires IV** for Xbox consoles.

Focused on **C++** working for both in house and public engines, I love to explore new environments and create new systems of my own.

Looking forward to participate in exciting projects.

✉ businessromancherrez@gmail.com

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⌂ Spain

⚙ SKILLS

(c++) (3d graphics)
(unreal engine) (unity)
(engine development)
(adaptability) (teamwork)

⊕ LANGUAGES

Spanish
Native

English
Advanced.
IELTS Certificate with a score of 7.0 overall

💼 EXPERIENCE

JUL 2021 - APR 2023

PROGRAMMER - AGE OF EMPIRES IV FOR XBOX
Climax Studios. Portsmouth UK
Worked developing the port of Age of Empires IV for Xbox consoles.

SEP 2019 - JUN 2020

STUDENT PROGRAMMER - SYNTHETIC HAZARD
ESAT. Valencia, Spain
Worked alongside a team of programmers, artists and musicians to create Synthetic Hazard, the final project for the HND in Games Programming.

📖 EDUCATION

SEP 2020 - MAY 2021

BACHELOR DEGREE - GAME'S TECHNOLOGY
Coventry University. Coventry, UK
Extended my studies at Coventry University.

SEP 2017 - JUN 2020

HND - GAMES PROGRAMMING
ESAT. Valencia, Spain
Completed my studies in Games Programming with the release of Synthetic Hazard for Steam as the final team project.

🗂 OTHER PROJECTS

- **OpenGL/Vulkan** Engine developed based on **ECS** and using different libraries.
- Developed a **Nintendo 3DS** game that worked on both console and PC using a platform oriented architecture.
- Created a port of **Duck Hunt** for the **Nintendo Wii**, adapted to use motion sensors and aim with the controllers.