



SERGIO FERRERAS

GAME DEVELOPER

OBJECTIVE

Develop myself in a professional environment on topics related to the programming and technical direction of videogames

SKILLS

- High level programming skills in C++ and C#. Medium level in C, Java and Python
- Extensive knowledge of Unreal Engine 4 and 5
- High proficiency in Unity

SOFT SKILLS

- Good teamwork
- Ease at learning and adaptability
- Punctuality and responsibility

CONTACT INFO

(+34) 620519925
sergioferrerasdev@gmail.com

EXPERIENCE

Unreal Engine Developer

Catness Game Studios (Castellón de la Plana, 2021 - 2025)

I started working at Catness Game Studios on an internship contract, but soon after I was hired to work full time. My work was mostly focused on game development for consoles such as Nintendo Switch, PS4, PS5, Xbox One X/S and Xbox Series X/S in projects such as "American Arcadia" (Raw Fury) or "Bleak Faith: Forsaken" (Perp Games), but I also did PC game development for Steam, Steam Deck and Epic Games in games like "The Savior's Gang" (Catness Game Studios) or a TBA project co-developed with Shiver Entertainment (Nintendo). All work was done using Unreal Engine 4 and Unreal Engine 5.

Unity AI Programmer

WeDoGames Studio (Castellón de la Plana, 2021)

My role mainly focused on creating the pathfinding system for the enemies as well as everything related to the AI of each class (A*, FSM, etc).

EDUCATION

Degree in Game Design & Development

Jaume I University (Castellón de la Plana, 2017 - 2021)

University degree focused on the development of video games where, inter alia, I was part of a research group on Machine Learning with which we got the second place in "Strategy Card Game AI Competition" and I got an excellent grade on my end-of-degree project.

Among my honors I highlight artificial intelligence, algorithms and data structures.

High School Diploma

Santísima Trinidad HighSchool (Salamanca, 2017)

Secondary and post-secondary education with a focus on technology and science.

PROJECTS

Link to my portfolio

<https://sergiopucela.github.io>