

# IVÁN SERRANO NEVADO

*Computer Engineer*

## CONTACT

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## EDUCATION

- **Universidad Carlos III de Madrid**  
2017 - 2022  
Computer Engineering
- **UTAD**  
2022-2023  
Master in Videogame Programming

## AWARDS & CERTIFICATIONS

English Advanced Certificate (C1)

## SKILLS

- **Programming Languages**
  - C++
  - C#
  - Python
- **Other Technologies**
  - Git
  - Unreal Engine 5
  - Jira
  - Visual Studio
  - AI

## PROFILE

I am a computer engineer with a specialization in game development and C++. I have hands-on experience on Unreal Engine 5 developing a videogame with a multidisciplinary team, and I am currently working at Indra developing the graphics engine for their flight simulators. I am a quick learner who adapts easily to new tools and I am eager to contribute and learn from new projects.

## EXPERIENCE

### Indra

*SOFTWARE ENGINEER (NOVEMBER 2023 - CURRENTLY)*

Graphics programmer | Engineering

- INVIS (In-House Graphics Engine)
  - Developing graphics engine for flight simulation.
  - Integration of the engine in the different simulators
- iManSys (WPF Desktop App)
  - Developing a WPF App over a C++ library to manage and transform air navigation data to be used in the different simulators.

## PROJECTS

### Welding Crow (Master's Final Project)

*VIDEOGAME PROGRAMMER (MARCH 2023 - NOVEMBER 2023)*

Tools programmer | Optimization and profiling |  
Gameplay programmer | Blueprints