

Manuel Jesús Segura

Game Programmer

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Profile

Game programmer with **9 years of experience**. Proactive, excellent problem solver and always looking forward to learning new skills. Highly communicative and **team focused**. Trained in all aspects of videogame development thanks to a wide education and many years of being an indie dev.

Education

Degree in Interactive Products Design | U-Tad

SEP 2013 – JUN 2018

General purpose education focused on tools and knowledge for game design and development.

- Mathematics, physics, geometry and programming (C#, Java, Lua)
- Game Design and Quality Assurance fundamentals

Videogame Expert | U-Tad

SEP 2013 – JUN 2017

Title given to students that have worked +300 hours in a videogame project.

- Professional industry-standard coaching during 2.5 years of development
- Teamwork and agile methodologies (Scrum, Lean)

Masters degree in Game Programming | U-Tad

OCT 2021 – CURRENT

Centred in C++, Unreal Engine and the creation of custom game engines with OpenGL.

- Creation of a custom graphics engine with C++ and OpenGL
- Multi-thread optimisations, asset loading, networking, shaders and rendering

Projects

Maskerade | Lead Unreal Dev | Spiky Duck

OCT 2021 – CURRENT

Survival horror with high graphical focus in a cabaret setting.

- Editor modules with Slate
- UMG

Meta Classic Games | Senior Unity Network Engineer | Heroes Games Studios

APR 2022 – CURRENT

Suit of classic games turned to be multiplayer and implementing NFT technology.

- Web3 user validation using ChainSafe SDK and MetaMask
- Matchmaking via Microsoft Azure PlayFab SDK
- Replication & RCP with Mirror

Valheim Modding | Freelance Unity Dev | Unity | GitHub Repo [\[Link\]](#)

MAR 2021 – OCT 2021


Open source modding of the popular computer game Valheim.

- Source code alteration with IL Transpilers and Reflection
- External asset side-loading

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Projects

Battlefinder | Unity Dev | **Need4Oxygen** | GitHub Repo [\[Link\]](#)

FEB 2020 – MAR 2021

Open source project aiming to port popular role game Pathfinder 2e to the virtual world.

- Dynamic mesh generation for user generated content
- UI optimizations to support thousands of interactable and dynamic objects
- Custom saving system to reduce file size while including heavy Unity-Terrain data
- Editor tools for automatic UI anchor placement

Falling Lights | Unity Dev | **Phantom Interactive** | Available on Play Store [\[Link\]](#)

NOV 2019 – FEB 2020

Simple and fast arcade game where you dodge falling stars.

- Google ads via AdMob plugin and store via Google Play Services
- App bundle optimisations for minimal binary size
- Play Store publishing

Beatships | Junior Unity Dev | **Need4Oxygen** | Available on Steam [\[Link\]](#)

SEP 2017 – SEP 2019

Rhythm based shoot'em up in which your ship shoots to the beat of the song.

- Player-usable level editor featuring music focused tools
- SteamWorks SDK integration (validation, cloud save, achievements...)

CleanUp | Junior Unity Dev | **Need4Oxygen** | IGN Review [\[Link\]](#)

JAN 2015 – JUN 2017

Heavily narrative time manager influenced by Papers Please.

- Dependency injection
- Scriptable objects
- Pooling

Skills

C++
Unity3D
OpenGL

C#
Unreal Engine
Vulkan

Lua
SteamWorks
Visual Studio

Rust
Git
Scrum/Lean

Hobbies

Artistic Drawing
Modding

Gym & Fitness

Languages

Spanish - Native
French - Basic

English - Professional