



# URTZI URCELAY

GAME DEVELOPER



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## SUMMARY

Software Developer with strong knowledge of real-time systems, factory automation and software configuration management.

## SKILLS

- C/C++
- C#
- XML & JSON
- GLSL
- OpenGL API
- Vulkan API
- Visual Basic
- GMoc
- Unity 5
- Unreal 4
- VR/AR

## PROGRAMS

- Visual Studio
- Nvidia Nsight
- Gcc / G++
- Git / Mercurial
- Mercurial
- 3D Max
- Photoshop

## LANGUAGES

- English – Advanced
- Spanish - Native
- Basque – Native

## EXPERIENCE

### SERIOUS GAMES • INTERNSHIP AT IKASPLAY SL • INTERN 06/2018 – 09/2018

- Created all the Gamellogic for a prevention of occupational risk android application.(Unity 5)
- Developed an VR game to train users how to install a rigid catenary using HTC VIVE and Leap motion.(Unity 5)
- Created a small VR experience to explore a museum and showcase the power of the HTC VIVE technology to new users.

### EUSKAL ENCOUNTER OPEN GAME COMBO 2018

Developed a game (GLINT) with an artist the Lan party. Won the second Price. (Unity 5)

### BUILD, BOMB? BOOM! • STUDENTS PROJECT • PRODUCER & ENGINE PROGRAMMER 09/2017 – 06/2018

We developed a complete 3D 4 competitive brawler where players compete in teams of 2 in order to build the best house while defending it from the enemy team's bombs, with an engine created from scratch using C++ without third party libraries.

- I managed a team of 9 programmers to develop the engine and the game.
- I developed the design and build the core of the engine.
- I designed a complex state machine component.
- I implemented debugging tools for the engine.
- I implemented a complete interpolation and animation system with skinning.

### GLOBAL GAME JAM 2017 & GLOBAL GAME JAM 2018

We developed a game in the Global Game Jam based on the year's theme, with a team of another 3 programmers in Unity 5.

### EUSKAL ENCOUNTER OPEN GAME COMBO 2016

Developed a game (TNZ) in 2 programmer team during the Lan party. Won the second Price. Used custom engine from University.

### UNIVER VS TEAM • STUDENTS PROJECT • TECHNICAL DIRECTOR 09/2015 – 06/2015

We developed a complete 2D side scroll brawler game with an engine created from scratch using C++ without third party libraries.

- I developed a level editor tool usable by non-programmers.
- I created the 2D rendering pipeline and assets importing pipeline.
- I implemented the 2D sound system using FMOD and OpenAL.
- I participated in the design and maintenance of the core engine architecture.

## EDUCATION

**COMPUTER SCIENCE: REAL TIME INTERACTIVE SIMULATION:**  
DigiPen Institute of Technology – Bilbao (2014-2018)