

Alberto Benavent Ramón

Gameplay Programmer – Unreal Engine, Unity, C++

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 [Portfolio](#), [LinkedIn](#)

Gameplay programmer and multimedia engineer with over 4 years of experience creating real-time 3D games and immersive applications. Specialized in Unreal Engine and C++, with strong Unity and C# foundations from academic and personal projects. Proven track record designing performant gameplay systems for PC, VR, and console-style platforms. Passionate about combining technical and creative approaches to deliver polished, innovative experiences.

CORE COMPETENCIES

- Unreal Engine 4 & 5 (C++/Blueprints)
- Networking & AWS (GameLift)
- Plugin and Tool Development
- Playdate Development (C/Lua)
- Unity & C#
- VR/AR/XR (Meta Quest, CloudXR)
- Perforce, Git
- Custom C++ Engine Design
- Gameplay Systems Architecture
- Shader & Material Development
- Agile & Kanban
- Z80 Assembly

EXPERIENCE

Senior Programmer

Extendra - March 2023 - October 2024

- Led development of Telefónica Haptic Arena, a VR multiplayer dodgeball game showcased at Telefónica's Mobile World Congress 2024 booth.
- Implemented physics-based VR throw mechanics, network smoothing, and 3D haptic vest feedback.
- Conducted R&D for NVIDIA CloudXR-based cloud rendering; enabled asymmetric input from large audience displays.
- Led development of a modular Unreal Engine plugin framework enabling non-programmers to rapidly develop networked VR apps with integrated voice chat, backend communication, and gameplay systems.
- Served as project manager and experience designer across multiple projects.

Programmer

Extendra - December 2020 - March 2023

- Contributed to the development of Extendra Hub, a fully-featured multiplayer VR platform, from inception to launch on Meta Quest Store, PC, and Pixel Streaming.
- Architected and built key systems including networked gameplay mechanics, voice chat, WebAPI communication, media management and Slate UI components.
- Designed and implemented gameplay and spectator systems for Pull&Bear Pacific Metaverse, a VR showroom and surf minigame released on the Meta Quest Store and featured at the Scrapworld fashion event.
- Led development and design for TOUS MANIFESTO, a multiplayer VR showroom and styling minigame for the Meta Quest Store.

PROJECT HIGHLIGHT

Playdate game development in C (Bachelor's Thesis, 2021)

- Authored a programming guide for the Playdate console in C as part of the Developer Preview initiative.
- Designed and built a platformer game making innovative use of the hardware.
- Featured on the Playdate website.

Go!Go!! Robot Brawl (2020)

- Developed an online multiplayer fighting game using a custom C++ 3D engine.
- Built ECS architecture, asset management, scene graph rendering, and gameplay systems.
- Optimized for ultra-low-spec Unix hardware.

EDUCATION

Degree in Multimedia Engineering

University of Alicante (2016-2021)
Videogames and Digital Entertainment

Honors

Best Student Game, Amstrad CPC Retrodev 2019
Official Selection, Valencia Indie Summit 2020

LANGUAGES

- Business English (TOEFL Certified)
- Spanish (Native)
- Catalan (C1)