

MIGUEL ASTORGA

PROGRAMMER

 astorgabadev@gmail.com

 Valencia, Spain

 [Portfolio](#)

PROGRAMMING LANGUAGES

- C++
- C
- RUST
- C#

SOURCE CONTROL

- GitHub
- Perforce
- Bitbucket

GAME ENGINES

- Unreal Engine 4/5
- Unity3D

RENDER

- OpenGL
- GLSL
- DX12
- PS5 API
- WebGPU

DEBUG

- Visual Studio
- RenderDoc
- PS5 suite

MISCELLANEOUS

- ImGUI
- SDL2
- Trello
- MS Project
- SQLite

LANGUAGES

Spanish: Native

English: Professional

EXPERIENCE

CHIVITO GAMES

AI PROGRAMMER | Sep 2022 - July 2023

Worked on **ANDARA: Rise for Rebellion**, published on Steam, as AI Programmer.

[ANDARA: Rise for Rebellion - STEAM PAGE](#)

LSYM - SIMODAR

C++ PROGRAMMER | Feb 2025 - Ago 2025

Worked developing real-time training simulators.

EDUCATION

HND IN COMPUTING - L5

Studied at ESAT
(Escuela Superior de Arte y Tecnología)
Oct 2020 - July 2023

BSC COMPUTER SCIENCE FOR GAMES - L6

Studied at Sheffield Hallam University (SHU)
Sep 2023 - May 2024

ADDITIONAL INFORMATION

- IELTS 7.0
- Professional grade in music
- Nominated to TIGA Graduate of the Year - Programmer
- SHU BSc Computer Science for Games Degree Show Prize
- Student mentor at ESAT
- Student assistant at SHU
- Proactive
- Hardworking
- Reliable
- Teamwork
- Lateral thinking