MIGUEL
ASTORGA

PROGRAMMER

✉ astorgabadev@gmail.com

📍 **Valencia, Spain**

📁 <u>Portfolio</u>

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

STATEMENT

Enthusiastic game developer and low level programmer with experience in a published game in STEAM. Aiming to create amazing experiences for people to play and enjoy. Graphics and engines programmer, as well as gameplay programming enjoyer.

EXPERIENCE

CHIVITO GAMES

AI PROGRAMMER | Sep 2022 - July 2023
Worked on **ANDARA: Rise for Rebellion,** published on Steam, as AI Programmer.

<u>ANDARA: Rise for Rebellion - STEAM PAGE</u>

EDUCATION

HND IN COUMPUTING - L5
Studied at ESAT (Escuela 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
- Attended Game Republic 2024
- Student mentor at ESAT
- Student assistant at SHU
- Proactive
- Hardworking
- Reliable
- Teamwork
- Lateral thinking