

# MIGUEL ASTORGA

PROGRAMMER

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 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 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