





ERIC DACAL SANCHEZ

Video Game Programmer and Artist

Contact info

 eric@dacal.es
 (+34) 691502055

Socials

 LinkedIn
[erdata](#)
 Portfolio website
<https://eric-dacal.vercel.app/>

Languages

- **Spanish**
Native
- **Catalan**
Native
- **English**
Level B2

Skills

Programming



Python



C++



C#



OpenGL



SDL



Javascript

Art



Blender



Substance
Painter



Maya



ZBrush



Photoshop

About

As a **Computer Engineer** with 5 years of professional experience in the industry, I am not only driven by the intricate mechanisms of technology but also by the art that lies within it.

Passion fuels every project I undertake, whether it's crafting efficient algorithms or indulging in the art of visual design. Throughout my academic and personal ventures, I have continuously honed my **artistic** abilities, finding joy in intertwining the realms of technology and art.

My insatiable curiosity and eagerness to learn ensure that I am always ready to embrace new challenges and innovative solutions.

Education

2022-2023

- UPC School



**Master's Degree in Advanced Programming
for AAA video games**

2014-2019

- Universitat Politecnica Catalunya(UPC)



Bachelor's Degree in Computer Science

Experience



- **Horizon Games**

Art Lead and Programmer | 2022 - 2023

Student project, in which we developed a graphics engine from scratch using C++ as a class, and created a game with it. Students took on various roles within the development team. In my case, I was the Art Lead and also served as a programmer.



- **MCA Spain / Ficosa Electronics SL**

Full Stack Enginner | 2022 - Current

Working as external in Ficosa Electronics SL as full stack engineer.



- **Justinmind**

Software Enginner | 2020-2022

Developing of a VR/AR software using Aframe, WebXR and Three.js.



- **Research Centre for Biomedical Engineering**

Software Enginner | 2019-2020

Development of a Serious Game for Android for medical purposes.



- **Abinitio**

Software Enginner | 2017-2019

Worked as an intern and subsequently as a software engineer. Developed internal applications and managed databases.