

Eva Segarra Raro

Mobile: (+34) 653152084
Email: segarra.eva@gmail.com
LinkedIn: www.linkedin.com/in/eva-segarra-raro
Portfolio: evasera.github.io

Work Experience

Black Forest Games, 10/2022 - PRESENT

Gameplay programmer

Gameplay programming in Unreal Engine:

- Combat Gameplay, implemented using Unreal Engine's [MASS Entity Framework](#)
- Integrated an existing Dismemberment plugin that made use of actor components so that it could be used from the Combat code implemented on MASS
- Overhauled the existing camera system, implementing several camera behaviours geared towards increasing visibility during combat or traversal sections, allowing the game designers to deliver a more impactful experience.

Brave Zebra, 12/2020 - 11/2021

Gameplay programmer

As part of an Indie company with a small team, I have worked in multiple areas. Most of my work has been related to:

- I worked on several HUD elements for [Endling - Extinction is Forever](#), a survival adventure game developed in Unreal Engine 4.
- Implemented gameplay systems and AI behaviours, as well as part of the networking using [Photon PUN](#) for [Endeavour](#), an Online Multiplayer game made with Unity.
- Worked on [War Bands](#), a 2d turn-based RPG, implementing UI elements, and several gameplay mechanics, including the quest system.

Indra Sistemas, 01/2018 - 06/2018

Software Engineer Intern

I was part of the team in charge of iONE, a global solution for insurance companies.

- Increase the code base quality by designing several test sets
- Improved the localization of the product

Cocinas Carbel S.L., 04/2016 - 06/2017

Product development

Cocinas Carbel is the family business, dedicated to the design and manufacture of stoves.

- Designed an Arduino based system for automatic management of a pellet stove, controlling the fire-up and auto feeder systems
- Technical consulting
- Management assistant

Education

ESAT, 2018 – 2020

HND IN VIDEO GAMES PROGRAMMING

- **Final Project:** Sun Warriors Distinction
Top-Down multiplayer game, focused on a frenetic pace and cooperation. Developed on a multidisciplinary team together with Video game Art students and musicians. Created on Unreal Engine 4 using its replication system to provide an online multiplayer mode and connected to Steam for matchmaking.
- **Relevant Modules:**
 - Artificial Intelligence for Video games Distinction
 - Network Games Programming Distinction
 - Game Engines – Unity Distinction

POLYTECHNIC UNIVERSITY OF VALENCIA, 2012 – 2018

BSC IN COMPUTER SCIENCE

- **GPA:** 7,1 out of 10
- **Final Project:** Unity 3D Weather Simulation Plugin 9 out of 10
System developed for Unity 3D that includes day and night cycles, fully customizable calendar with seasonal changes and weather simulation, affected by the current season. The system was developed with interactivity with other game systems in mind and user customization.
- **Relevant Modules:**
 - Intelligent Agents 8.5 out of 10
 - Automata theory and Formal Languages 8.1 out of 10
 - Algorithmics 7.1 out of 10

UNIVERSITY OF REYKJAVIK, 2015 – 2016

BSC IN COMPUTER SCIENCE

- Academic year at the University of Reykjavik as an exchange student.
- **Relevant Modules:**
 - Virtual Environments 9.2 out of 10
 - Advanced Software Engineering – Testing 9 out of 10

Skills

Languages: Spanish and Catalan (Native), English (Proficient)

Programming Languages:

Proficient: C/C++, C#, Java, Python

Familiar with: Kotlin, ARM Assembler, Swift, Haskell

Games engines:

Unity 3D

Unreal Engine

Other Skills: OpenGL and GLSL, Git, Perforce