

Fernando Ferrando Terrádez

Active and motivated videogames programmer who's also in love with virtual reality, loving videogames since little and now looking forward to push my limits with new technologies and apply all my knowledge making games!.

PERSONAL INFO

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EU NACIONALITY: SPANISH

KEY SKILLS

C++	C	C#
PYTHON	UNITY 5	UNREAL ENGINE 4
AI DESIGN	GAMEPLAY	MULTITHREADING

EMPLOYMENT

2016 - 2017

JUNIOR PROGRAMMER – Impeller Studios. Starfighter inc.

Successful Kickstarter game made in Unreal Engine 4, working together with artists, programmers, designers and other departments in my first game industry experience. I am developing UI and 3D feedback interfaces in order to provide the player the best gaming experience through information, this makes me very close to departments as art, having to ensure our systems correlate with theirs.

2017 – today

JUNIOR PROGRAMMER – Future Lighthouse VR.

Started in this company to make a game called "Ministerio del tiempo VR". I worked on a Unity 5 game in the PS4 and Gear VR versions of the game, I was in charge of programming most of the mechanics of the game and building entirely the game for Samsung VR, which was quite a difficult but enjoyable experience.

EDUCATION

20016 – 2017

BSC(HONS) COMPUTER GAMES PROGRAMMING – Teesside University (UK)

- + First class Degree.
- + I always wanted to study abroad and use my English knowledge, and the HND gave me the opportunity to realize that and extend my studies, here, I expanded my expertise in Unreal Engine and Unity, also learning Multiplayer techniques, AI algorithms and Mobile development.

HND LVL 5 IN GAMES PROGRAMMING– ESAT (Valencia, Spain)

- + Merit + degree.
- + This was my first degree in videogames industry, it was an exciting experience and a busy one, because I had to work part time in order to pay the degree, but I got the maximum of it and learned what is needed in industry and finalized my studies.

PROJECTS

2017

UNNATURAL GUARDIAN

Game made for a module in UE4, made with a group of artists, programmers and designers. This is storytelling game that consists mostly in environmental setup and feeling, having to take good care of the look and feel of the game. I worked mostly in the player setup, mechanics and feeling, also, with the environmental events and sound system, ensuring that everything met the expected quality, maintaining the player immersion

2016

WARP DRIVE

This was the first big project I worked in, with a group of programmers, designers, artists and musicians; we made a VR game for Oculus Rift, featuring a flight combat arcade. I worked in this project on the ship movement, how it felt, oculus integration and mechanic adaptation for it and the final boss of the game, while working also with the environmental event triggers

2016

TEARENGINE 3D OPENGL GAME ENGINE

This was my biggest project made with another programmer in HND. We had to tackle the difficulties of making a full 3D game engine from scratch, and implementing render techniques and code design to achieve an scalable and functional 3D Engine with a friendly API. We used OpenGL and GLFW with C++ and started developing the engine, having to develop an asset importer to our own binary standard in python.

2017

MINISTERIO DEL TIEMPO VR SALVA EL TIEMPO

Game made on Unity 5 for a wide range of VR platforms, such as Oculus, Vive, PS VR and Gear VR, worked on PS VR and being in charge of the port to gear VR entirely, I focused on the game mechanics ensuring the game had the immersion expected for a VR game and porting the game from a PS4 environment to an Android environment

AWARDS.

2017

TEESSIDE EXPOTEES SELECTION**HOBBIES**

Play videogames, on the top and the most of all, play videogames. Since I was a child and touched the first videogame, I wanted them to be my way of leaving, creating the same experiences I had when I was young for other people, that lead me to my second hobby, programming games, which for me, is like a puzzle that allows you to create new experiences for the people.

REFERENCES

Gustavo Aranda (Head of R&D and International Developments at ESAT).

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