

Fernando Ferrando Terrádez



EMPLOYMENT

PROGRAMMER
2018 - today

MERCURY STEAM

Working Spacelords, I am in charge of the integration between the editor and the gameplay features. Also, helping with various tools from build automation to 3dsMax exporting tools to custom data.

JUNIOR
GAME
PROGRAMMER
2017 - 2018

FUTURE LIGHTHOUSE

Worked on Unity 5 and UE4 games for PS4, PC and Mobile VR games and VR Film interaction experiences.

JUNIOR
GAME
PROGRAMMER
2016 - 2017

IMPELLER STUDIOS

Worked on Starfighter inc. In this UE4 project, I was in charge of combat feedback systems for informing the player.



EDUCATION

BSC(HONS)
COMPUTER
GAMES
PROGRAMMING
2016 - 2017

TEESSIDE UNIVERSITY(UK)

First class Degree.

HND LVL 5
GAMES
PROGRAMMING
2013 - 2016

ESAT (VALENCIA, SPAIN)

Merit + Degree.



PROJECTS

PROGRAMMER
2018 - Today

SPACELORDS

In this project I have been in charge of maintaining the editor and the various gameplay elements for mounting levels and interaction. I also helped building various tools for faster development and helping the team, such as a continuous build server, launchers for the game and editor and helping maintaining various APPs in a wide range of languages.

VR AND
GAMEPLAY
PROGRAMMER
2017

MINISTERIO DEL 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.



+34 658 81 81 53



FFTERRADEZ.PROGRAMMING
@GMAIL.COM



[FEFETE.GITHUB.IO](https://github.com/FEFETE)



[LINKEDIN](#)



PROFILE

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!



KEY SKILLS

C#

UNITY 4/5

C++

UE4

GAMEPLAY

VR

○ GAMEPLAY
PROGRAMMER
2017

UNNATURAL GUARDIAN

This is storytelling game made in UE4 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.

○ VR AND
GAMEPLAY
PROGRAMMER
2016

WARP DRIVE

UE4 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.

○ VR AND
GAMEPLAY
PROGRAMMER
2017

VR EDITOR FOR UNITY

VR editor for Unity, making use of Unity editor scripts I made a way to edit a map while being inside an execution of the game, save the state of the modified elements into a JSON file and load the changes into the editor making VR feeling iteration easier.



REFERENCES

○ HEAD OF R&D AND
INTERNATIONAL
DEVELOPMENT.
ESAT

GUSTAVO ARANDA

<https://www.linkedin.com/in/garanda/>

○ HEAD DIRECTOR.
ESAT

JAIME TORRES

<https://www.linkedin.com/in/jaimetorresesat/>

○ PROGRAMMING
LEAD.
DIGITAL SUN
GAMES

AGUSTIN ESTEVE

<https://www.linkedin.com/in/agustin-estev-guino->

○ GAMEPLAY
PROGRAMMER.
MERCURY STEAM

DANIEL GONZALEZ

<https://www.linkedin.com/in/danielgonzalezdevelop>