

# Snr. Game Engineer

Location: Spain

## BIO

Over 8 years experience developing video games across Unreal and Custom Engines. Gameplay specialist with a degree in games programming. A social, active and motivated programmer. Passionate gamer since childhood and always eager to push their limits with new technologies.

## SOFTOGRAPHY

### Games

Stormlancers, Metroid Dread, Killing Floor 2, Starfighter, Spacelords, Unnatural Guardian, Unannounced Titles

## WORK EXPERIENCE

### Gameplay Engineer - Companion Group

- Worked on Switch 1/PC UE5 title, Stormlancers:
  - Combat development and integration ( Systems, Architecture and Gameplay features such as abilities from weapon and Character )
  - Animation support from coding, specially implementing a layer system for animations that could support multiple weapons and notifies to bridge animations with functionality.
  - Supporting design with quick iteration and providing and maintaining a workflow in which they could try prototype things quickly.
- Worked on an unannounced UE5 project:
  - Combat architecture and systems, prototyping and improving workflow.
  - Animation support from coding, helping getting coding needs in and apply notifies to animations to bridge animations with functionality.

### Gameplay Engineer - The Multiplayer Guys

- Worked on several undisclosed projects:
  - Gameplay programming.
  - Created weapons and abilities using the GAS system.

### Gameplay Engineer - Sabre Interactive

- Worked on Killing floor 2:
  - Updates, making weapons with abilities,
  - Game made on UE, had to work closely with art, animation, design and others to make a plethora of weapons and add them into the game across multiple release seasons.

### Gameplay Engineer - Mercury Steam Entertainment

- Worked on Spacelords and Metroid Dread:
  - In charge of the integration between the editor and the gameplay features. Helped with various tools from build automation to 3dsMax exporting tools to custom data.In charge of maintaining the editor and the various gameplay elements for levels and interactions.
  - Tools for faster development and helping the team: continuous build server, launchers for the game and editor, as well as maintaining various APPs across a wide range of languages.

## CODING

UE5, UE4, C#, C/C++, Python, SQL, HTML, Unity

## TOOLING

Various tools from build automation to 3dsMax exporting tools to custom data.

## PLATFORMS

PC, PS5, PS4, XBOX, PS VR, Meta Quest VR, VIVE, GEAR VR

## MISC SKILLS

Porting

## SOFT SKILLS

Creative problem solving; Client Focus; Collaborative; Passionate

## CONTACT INFO

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