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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

EMAIL:	**FFTERRADEZ.PROGRAMMING@GMAIL.COM**
PORTFOLIO:	**FEFETE.GITHUB.IO**
LINKEDIN	**FERNANDO FERRANDO TERRÁDEZ**
GITHUB:	**FEFETE**
EU NACIONALITY:	**SPANISH**

KEY SKILLS

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

EMPLOYMENT

2017 - Present

JUNIOR PROGRAMMER Impeller Studios. Starfighter Inc

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.

EDUCATION

BSC(HONS) – Computer Games Programming. Teesside University (UK)

Expecting 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.

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HND LVL5 – Programming videogames. 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 school, 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.

2016 **PRISON ESCAPE AI SIMULATOR**

AI prison escape simulator in C++ I developed in school, it features complexes FSM with A* calculation using Manhattan distance, all of it in multithreading environment, with the help of the school graphic library to show the results.

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 living, 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)

- garanda@esat.es