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LINKEDIN

EMPLOYMENT

GAMES PROGRAMMER
2021 - 2024

THE MULTIPLAYER GUYS

Worked on several undisclosed projects on gameplay programming, making specially weapons, abilities and combat feel for games, mixing with people at design, art, animation and various disciplines to achieve goals

GAMES PROGRAMMER
2020 - 2021

SABER INTERACTIVE

Worked on Killing floor 2 updates, making weapons with cool abilities, like chain lightnings, and bosses

GAMES PROGRAMMER
2018 - 2020

MERCURY STEAM ENTERTAINMENT

Worked on Spacelords and Metroid Dread, I was in charge of the integration between the editor and the gameplay features. Also, helped with various tools from build automation to 3dsMax exporting tools to custom data.

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
2021 - 2024

SEVERAL UNDISCLOSED PROJECTS

In MPG I worked on several projects that were on the combat line, making weapons and abilities using the new GAS system for effects and abilities, working again closely with designers and artist to deliver great experiences in gaming and combat feeling.

GAMEPLAY PROGRAMMER
2020 - 2021

KILLING FLOOR 2 SEASONS

Game made on UE, I had to work closely with art, animation, design and others to make a plethora of cool weapons and add them into the game on multiple seasons I worked in, like a chain lightning gun or a gun with mines that healed the player.

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#

UE5

C++

UE4

GAMEPLAY

PROGRAMMER
2018 — 2020

SPACELORDS & METROID DREAD

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 - 2018

MINISTERIO DEL TIEMPO VR

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.

VR AND 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.

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/

GAMEPLAY PROGRAMMER. MERCURY STEAM

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LEAD PROGRAMMER THE MULTIPLAYER GUYS

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SENIOR GAMEPLAY PROGRAMMER. THE MULTIPLAYER GUYS

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GAME DESIGNER THE MULTIPLAYER GUYS

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