Description: 4Description: 56

+34 658 81 81 53

FFTERRADEZ.PROGRAMMING

@GMAIL.COM

Fernando

Ferrando Terrádez

|  |  |
| --- | --- |
| **C#** | **UNITY 4/5** |
| **C++** | **UE4** |
| **GAMEPLAY** | **VR** |

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!

PROFILE

Description: 6



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

IMPELLER STUDIOS

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

JUNIOR

GAME

PROGRAMMER

2016 - 2017

FUTURE LIGHTHOUSE

JUNIOR

GAME

PROGRAMMER

2017 - 2018

EMPLOYMENT

PROGRAMMER

2018 - today

First class Degree.

BSC(HONS) COMPUTER GAMES PROGRAMMING

2016 - 2017

TEESSIDE UNIVERSITY(UK)

ESAT (VALENCIA, SPAIN)

EDUCATION

HND LVL 5 GAMES PROGRAMMING

2013 - 2016

MERCURY STEAM

Description: 6

[LINKEDIN](https://www.linkedin.com/in/fernandoferrandoterrádez92/)

KEY SKILLS

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.

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

Merit + Degree.

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.

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

MINISTERIO DEL TIEMPO VR, SALVA EL TIEMPO

PROJECTS

SPACELORDS

PROGRAMMER

2018 - Today

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.

GAMEPLAY PROGRAMMER

2017

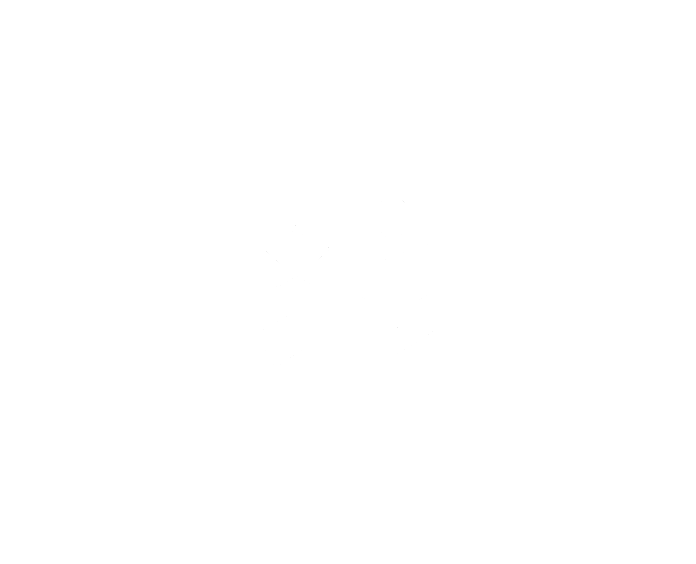
UNNATURAL GUARDIAN

VR AND GAMEPLAY PROGRAMMER

2016

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.

WARP DRIVE

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GAMEPLAY PROGRAMMER.

MERCURY STEAM

DANIEL GONZALEZ

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

<https://www.linkedin.com/in/agustin-esteve-guinot-5ba631101/>

AGUSTIN ESTEVE

PROGRAMMING LEAD.

DIGITAL SUN GAMES

JAIME TORRES

HEAD DIRECTOR.

ESAT

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

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

GUSTAVO ARANDA

HEAD OF R&D AND INTERNATIONAL DEVELOPMENT.

ESAT

REFERENCES

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.

VR EDITOR FOR UNITY

VR AND GAMEPLAY PROGRAMMER

2017