Description: 4Description: 56

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FFTERRADEZ.PROGRAMMING

@GMAIL.COM

Fernando

Ferrando Terrádez

|  |  |
| --- | --- |
| **C#** | **Ue5** |
| **C++** | **UE4** |
| **GAMEPLAY** |  |

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/)

Mercury steam entertainment

GAMEs PROGRAMMER

2018 - 2020

EMPLOYMENT

Games PROGRAMMER

2021 - 2024

First class Degree.

BSC(HONS) COMPUTER GAMES PROGRAMMING

2016 - 2017

TEESSIDE UNIVERSITY(UK)

ESAT (VALENCIA, SPAIN)

EDUCATION

HND LVL 5 GAMES PROGRAMMING

2013 - 2016

The Multiplayer guys

Description: 6

GAMEPLAY programmer

2020 - 2021

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.

Saber Interactive

GAMEs PROGRAMMER

2020 - 2021

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

KEY SKILLS

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

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

Merit + Degree.

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.

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.

Killing floor 2 seasons

PROJECTS

Several undisclosed projects

PROGRAMMER

2021 - 2024

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.

PROGRAMMER

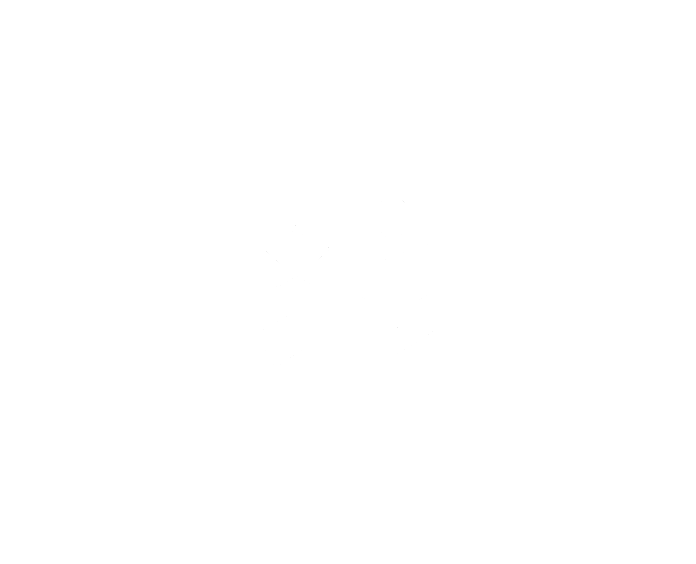
2018 – 2020

SPACELORDS & Metroid dread

MINISTERIO DEL TIEMPO VR

VR AND GAMEPLAY PROGRAMMER

2017 - 2018

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

[https://www.linkedin.com/in/ryan-badham/](https://www.linkedin.com/in/ryan-badham-33a82b71/)

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

[https://www.linkedin.com/in/daniel-novillo-villarejo/](https://www.linkedin.com/in/daniel-novillo-villarejo-961a11a6/)

Ryan badham

Game designer

the multiplayer guys

Ryan r. bond

Senior Project manager.

The multiplayer guys

Daniel novillo

GAMEPLAY PROGRAMMER.

The multiplayer guys

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

Alberto burgos

Senior GAMEPLAY PROGRAMMER.

The multiplayer guys

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

Rafael horbach

Lead programmer the multiplayer guys

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.

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.

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

DANIEL GONZALEZ

GAMEPLAY PROGRAMMER.

MERCURY STEAM

JAIME TORRES

HEAD DIRECTOR.

ESAT

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

GUSTAVO ARANDA

HEAD OF R&D AND INTERNATIONAL DEVELOPMENT.

ESAT

REFERENCES

UNNATURAL GUARDIAN

VR AND GAMEPLAY PROGRAMMER

2017