

# AITOR GARCÍA DE LA CRUZ

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## > PROFILE

All-round passionate videogames programmer seeking to gain experience. I still do not have a completely defined profile since I enjoy almost all areas of development, but what matters most to me about a game is that it feels good. In addition to this I am quite a perfectionist and I pay close attention to the small details. The sum of all this makes me also feel really interested in the design part.

My main goal is to continue learning, and I believe that being part of the industry is the best way to do it. Last year, together with a team of students, we published a multiplayer racing game on Steam, and this year I developed a Virtual Reality game as end-of-course work, which I continue to improve with the intention of publishing it on the Oculus Store.

## > EDUCATION

### Teesside University

#### BSc (Hons) in Computer Games Programming (2018-2019)

Final year only since it is a continuation of the course from ESAT, it is equivalent to the full degree when completed. I still do not have the final results of the academic year but the expected mark is a First-Class. Relevant modules:

- Final Year Project
- AI for Games
- Multiplayer and Social Games (Networking)
- Beta Arcade (Team Project)
- Mobile Games Development (XCode)

### ESAT Valencia

#### BTEC Level 5 HND in Computing and Systems (2015-2018)

The overall qualification obtained was **Merit**. The game developed for the final year project was published on Steam and received several awards. Relevant Modules:

- Final Year Project (Game published on Steam)
- Game Engines (Unreal Engine 4)
- Game Engines (Unity3D)
- 3D Graphics Engine Programming (OpenGL)
- Low level programming (ARM Assembly)
- AI Systems

## > SKILLS

Languages:

English (fluent), Spanish (native speaker)

Programming Languages:

C++, C, C#, ARM Assembly, Swift, Python, GLSL

Game Engines:

Unreal Engine 4, Unity3D, Cocos2d

Toolkit:

Visual Studio, OpenGL 3.X, SFML, Git, Perforce, SCRUM

- Work well in a cooperative environment
- Good communication skills
- Ease to learn and adapt to new APIs
- Clean and structured code

## > RELEVANT EXPERIENCE

### Doomsday Clock

#### VR Game Developer (Feb 2019 – May 2019)

Game developed for the final project of my university degree. It is a fast-paced VR FPS made in Unity3D. When the game begins some evil cubes that are around the player begin to propagate towards him with the aim of destroying the tower in which he is. The objective of the player is to defend the tower as long as possible, keeping the cubes at bay with different weapons. The game has been developed entirely by me, only using some external assets such as music or SFX. It can be played in both HTC Vive and Oculus Rift. Furthermore, the project was selected by the university to be exhibited in **Expotees 2019**.

### Modular Souls

#### Game Programmer (Oct 2017 – Jul 2018)

I worked in the game Fuel Renegades forming part of a student's studio inside the university. Fuel Renegades is an arcade multiplayer racing game made in Unreal Engine 4. It is **published in [Steam](#)**. These were my main contributions:

- General game design.
- Design and implementation of gameplay elements (such as trails, boost pads and traps).
- Support on the vehicle movement implementation.
- Some menus design and implementation.
- Race countdown, UI animations and part of the HUD.
- Particles.

## > ACTIVITIES

In addition to creating and playing games I love sports, especially those where you can break a bone while practising. I do surf and skateboarding since I was very young, I am a lover of martial arts (I am a black belt in Japanese Jiu-Jitsu) and I can play several musical instruments.