GENTZANE PASTOR

GAMEPLAY PROGRAMMER

Video game developer seeking an entry-level position as a Gameplay Programmer to encourage my professional growth. Passionate about creating gaming experiences and committed to continuous learning.

CONTACT

- in LinkedIn
- 📁 GitHub
- 🌐 My website
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- 📍 Bilbao, Spain

SKILLS

Technical Skills

- C/C++
- C#
- Unreal Engine
- Unity
- Visual studio
- Git
- Project management tools

Soft Skills

- Ambition
- Teamwork
- Leadership
- Responsibility
- Time Management

LANGUAGES

- Spanish (Native)
- Basque (Full Professional Proficiency)
- English (Full Professional Proficiency)

EDUCATION

DigiPen Institute of Technology Europe Bilbao

Bachelor of Science in Computer Science in Real-Time Interactive Simulation (RTIS)

STUDENT PROJECTS

Game Projects

YGEIA (SEP 2021 - APR 2022) Gameplay Programmer/Designer

I worked with a team of three programmers on a senior 3D game project using Unreal Engine 4. I was responsible for implementing various puzzle mechanics and game menus, as well as contributing to level design and construction. Additionally, I developed and integrated anxiety mechanics to enhance the gameplay experience.

SEAVILIZATIONS (SEP 2020 - APR 2021) Gameplay Programmer/Designer

I collaborated with a team of eight programmers to develop a Junior 3D game project using a custom-built engine with C/C++ and Visual Studio. My tasks included implementing the game flow and some of the boats, as well as contributing to level design and the construction of game maps.

ENTAILS (SEP 2019 - APR 2021) Gameplay Programmer/Designer

I worked with a team of six programmers and five artists on a Sophomore 2D game project using a custom-built engine with C/C++ and Visual Studio. My responsibilities included implementing state machines for enemies and working on various enemy behaviors. Additionally, I contributed to audio implementation and participated in level design and construction.

Nominations:

- Nomenee for the BEST ANIMATION FOR VIDEOGAME in the Ibero-American Animation QUIRINO AWARDS.
- Part of the 2020 Catalog of the WEIRD FESTIVAL.
- On the shortlist for the Independent Games Festival. IGF.

BRAWLMANIA (SEP 2019 - APR 2021) Gameplay Programmer

I collaborated with a team of four programmers to develop a Freshman 2.5D game project. My contributions included implementing basic shooting mechanics, various power-ups, and ice movement. Additionally, I served as the bug and build master, ensuring the game's stability and smooth operation.

Technical Projects

Neural Networks with Deep Q-Learning (SPRING 2021)

Developed an Artificial Intelligence capable of playing the Snake game by using Neural Networks and applying Deep Q-Learning techniques.

VR YGEIA (APR 2022)

I worked on adapting a senior 3D game project to VR using Unreal Engine 4. My responsibilities included working on menus, balancing controls to prevent dizziness, adjusting lighting for a more realistic experience, and tweaking anxiety areas to enhance gameplay.