AITOR IRIBAR

Generalist Game Programmer

PROFILE

A **generalist Game Programmer** with design experience. Eager to collaborate with multidisciplinary teams.

Capable of developing systems, writing gameplay code and making tools.

PORTFOLIO

https://www.aitor-iribar.dev

LANGUAGES

- English – C2 Proficiency
- Spanish – Native
- Basque – Native

CONTACT

EMAIL:
aitor.iribar@gmail.com

PHONE:
+34-648-960-615

FAVOURITE GAMES

- Outer Wilds
- Portal
- Slay the Spire
- Dark Souls

OTHER FACTS

- Was a musician for 10 years.
- Always reading non-fiction books on random topics.
- Fascinated by production processes.

PROFESSIONAL EXPERIENCE

Gameplay Programmer – Team Ugly
January 2021
Freelance work in Ugly, an upcoming award-winning indie puzzle platformer.
- Worked in Unity to implement gameplay features such as a boss-fight.
- Helped improve code architecture and raise the team's level of technical expertise.
- Collaborated with artists to find technical solutions for their effect and animation needs.

Intern AR Programmer – Spika Tech S.L.
2018 – 2019
Worked in a very small team making an AR mobile app for a historical museum exhibition.
- Worked with Unity and Vuforia.
- Developed an AR ship that would navigate through a real wall-sized map.
- Developed a subtitle system for Unity's video player that reads standard .srt files.

PROJECTS

Hairibar.Ragdoll: Physics-Driven Animation
- Developed a Unity package for **animating ragdolls** with keyframed animations.
- Made animator-friendly tools that abstract technical details.

Tale of Jade – Lead Programmer
- Developed a **custom 2D platformer physics** system.
- **Lead Programmer** role included being responsible for technical decisions and managing another programmer.
- Was responsible for the **code architecture**.
- Built art and design **tools**, such as a spline-based mesh generator and an automated spritesheet pipeline between Blender and Unity.

More projects at portfolio: https://www.aitor-iribar.dev.

SKILLS

- 4 years of experience with **Unity** and **C#.**
- Worked with other languages such as **C++**, **Python** and **JavaScript.**
- Proficient with **Git.**
- Experience building **tools**.
- Capable of writing **shaders**.
- **Design** experience: worked as a designer in multiple games.
- A focus on code **reusability.**
- Music and sound design.

EDUCATION

Videogame Design & Development - King Juan Carlos University
2016 – 2020
Technology focused. Rendering, physics simulation, 3D maths, 3D art pipeline...