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

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.

Intern Summer Camp Monitor – Acampalia Ocio S.L.
July 2017
Two-week-long internship at a music-themed summer camp.
- Strengthened my organisational and people skills.
- Organised and directed leisure activities.
- Also worked as a guitar teacher for a group of 12 to 15-year olds.

PROJECTS

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

Tongued – Lead Programmer and Co-Designer
- Designed and developed physics-based grappling hook-like movement.
- Worked on the **networked gameplay** with Photon.
- **Lead Programmer** role included coordinating the programming team and communicating with the art team.
- Was responsible for the **code architecture**.

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**, such as a spline-based mesh generator and an automated spritesheet pipeline between Blender and Unity.
- **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
Focus on technology. Rendering, physics simulation, 3D maths, 3D art pipeline...