

# Iago Caldentey Palmer

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## About Me

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Computer Science graduate from UIB with a strong focus on computer graphics and video game development. Master's in Computer Graphics, Game Development, and Virtual Reality at Universidad Rey Juan Carlos student. Game and engine programmer at Merkur Dosniha.

## Professional Experience

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### Game and Engine Programmer

July 2024 - Present

*Merkur Dosniha*

Developed gameplay systems in C++, participated in the development of the company's custom engine in C++ and OpenGL and developed tools for debugging and profiling.

## Education

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### Master's Degree in Computer Graphics, Videogame Development & Virtual Reality

Sept.

2025 - July 2026

*Universidad Rey Juan Carlos*

### Bachelor's Degree in Computer Science & Engineering

Sept. 2020 - July 2024

*Universitat de les Illes Balears*

Specialization in Computation & AI.

## Awards & Achievements

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- **Research Paper at CEIG'25** – Research paper titled “*Multidisciplinary Development of an Educational 3D Simulation Game for Bee Biology using Advanced Graphics Techniques*” accepted and presented at CEIG'25 (Spanish Congress of Computer Graphics).
- **Member of the Organising Committee at CEIG'23** – Spanish Congress of Computer Graphics.
- **Winner of Mallorca Game Jam (2024)** – Winner of the categories: 'Best game', 'Best Art' and 'Most polished' game in the 2024 Mallorca Game Jam.
- **Winner of 12th Edition Hunger4Innovation Hackathon (2023)** – Held in Madrid, this edition's challenge was proposed by Alstom. Our team developed an innovative solution that earned first place among all participants.

## Personal Projects

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### 3D Rendering Engine

*OpenGL, C++*

Real-time Rendering Engine written in C++ using OpenGL.

### 3D Ocean waves Simulator

*OpenGL, C++*

Real-time Visual and physical simulation of ocean waves written in C++ using OpenGL API.

## **Artificial 3D Bee Colony Simulator (Unity DOTS)**

*Unity DOTS, ECS, C#, HLSL, Git*

Real-time Big-scale simulation game in a procedural generated 3D world.

## **Voxel Game and Voxel Engine (Unity)**

*Unity, C#, HLSL, Git*

Custom voxel engine built in Unity with the use of “low level” features to create a survival sandbox game.

## **3D Puzzle Game (Unity)**

*Unity, C#, HLSL, Git*

Winner of three categories at the 2024 Mallorca Game Jam, where players used and modified light rays to solve puzzles in 7 days.

## **Online First Person Shooter with Arduino and Computer with Own 3D Graphic Engine**

*RTOS, OpenGL, C++, TCP/IP, MQTT*

First person shooter with client-server structure using TCP/IP on Arduinos, graphic engine using OpenTK on the computer connected by MQTT and an external level editor.

## **Key Competencies**

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### **Technologies & Tools:**

- C++, C#, C.
- OpenGL, Vulkan.
- GLSL, HLSL.
- RenderDoc.
- Unity, Unity DOTS.
- RTOS.
- Unreal Engine.
- Git.

### **Languages:**

- English - Advanced (C1 certificate).
- Spanish - Native.
- Catalan - Native.
- German - Beginner.