Iago Caldentey Palmer

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Portfolio: iago-cpalmer.github.io

ABOUT ME

Computer science graduate at UIB with a strong passion for computer graphics and videogame development.

KEY COMPETENCIES

- C++, Java, C#, C.
- Unity, Unity DOTS.
- OpenGL, GLSL & HLSL.
- Git.
- RenderDoc

- English - Advanced
- Spanish - Native.
- Catalan - Native.

EDUCATION

Degree in Computer Science & Engineering (2020-2024)

With Specialization in Computation & Artificial Intelligence - Balearic Islands University

AWARDS

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)

Winner of a Innovation focused Hackathon organized by Hunger4Innovation in Madrid. The challenge was provided by Alstom.

PROFESSIONAL EXPERIENCE

Game programmer at Merkur Dosniha. **(July 2024 - Now)**
Game development in C++.

CERTIFICATIONS

Member of the organising comittee at **CEIG'23** (Spanish Congress of Computer Graphics)

PERSONAL PROJECTS

Voxel Game and Voxel Engine (Unity)
Custom voxel engine built in Unity with the use of "low level" features to create a survival sandbox game.
- Unity, C#, HLSL, Git.

3D Voxel Engine
Custom voxel engine in C++ using OpenGL.
- C++, OpenGL, GLSL, Git.

Artificial 3D Bee Colony game (Unity DOTS)
Big-scale simulation game in a procedural generated 3D world.
- Unity DOTS, ECS, C#, HLSL, Git.

Online First Person Shooter with Arduino and Computer with own 3D graphic engine
FPS with client-server structure using TCP/IP on Arduinos, graphic engine using OpenTK on the computer connected by MQTT and an external level editor.

3D General Game Engine
Game Engine written in C++ using Legacy OpenGL.
- OpenGL, C++.

3D Puzzle Game (Unity)
Game, winner in three categories in the Mallorca Game Jam 2024, where the player uses and modifies light-rays to solve puzzles made in 7 days.
- Unity, C#, HLSL, Git.

Super Mario Bros in 68k assembly language
Super Mario Bros clone in the 68000 Motorola's assembly language .