

Iago Caldentey Palmer

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About Me

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

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

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

- **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

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

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.