

Jose Maria Maestre Quiles

C++ GAMEPLAY & CORE PROGRAMMER

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Location

Valencia, Spain

Portfolio: <https://j-maestre.github.io/Portfolio/>

ABOUT ME

Passionate C++ programmer with a strong focus on gameplay and core systems. Experienced in engine development, physics simulations and cross-platform projects with Unreal Engine and OpenGL. Always looking forward to learn, grow and take on new challenges, constantly trying to improve and push my limits at every opportunity.

SKILLS

Programming languages

C++, C++17, C++20, C, ARM Assembly, C#, Python, SQL, JavaScript

Game Engines & APIs

Unreal Engine 4/5 (C++, Blueprints), PS5 SDK, Unity (C#), OpenGL

Architecture & Core Systems

Object-Oriented Programming (OOP), Entity-Component System (ECS), Custom Engine Design, Memory Management, Multithreading (std::thread, mutex)

Tools & Platforms

PS5 devkit, Git, Perforce, Visual Studio, Visual Studio Code, CMake, Premake

EXPERIENCE

Tiny Terrors Studio

10 months

C++ Gameplay programmer

Third person puzzle game published in **Steam** made in Unreal Engine 5.

https://store.steampowered.com/app/2999270/Shelley_Manor/

Team composed of 8 programmers, 7 artists, and 3 designers – all students from ESAT

Worked primarily on core gameplay systems, Chaos system, game feel and polish.

NTT Data

3 months internship

Frontend developer

EDUCATION

Sheffield Hallam University, BTEC Level 6 HND in Computer Science for Games

September 2024 - May 2025, Sheffield UK

In this course I learned about PS5 devkit, developing my own graphics engine and advanced C++ programming.

ESAT, BTEC Level 5 HND in Computing

October 2021 - June 2024, Valencia, Spain

In this course I learned the basics about C++, code optimization and graphics programming. Also I learnt Unreal Engine 4/5 and Unity.

IES L'Estacio, 2-Year Technical Diploma in Web Application Development

September 2019 - June 2021, Ontinyent, Valencia

In this course I learned the essentials about web developing, backend and frontend

LANGUAGES

Spanish and Valencian

Native

English

IELTS Level 6.5

PROJECTS

Shelley Mannor

Third person puzzle developed with Unreal Engine 5 and published on Steam

https://store.steampowered.com/app/2999270/Shelley_Mannor/

Andromeda Engine

Self-made graphics engine using C++ and OpenGL with physically based rendering and Nvidia physics integration

https://www.youtube.com/watch?v=myVlggxY4uM&t=2s&ab_channel=XemaMaestreQuiles

Cloth Simulation

Cloth physics simulation with C++ using Verlet integration and Jakobsen solver with a thread safe multithread system. Rendered with Raylib

https://youtu.be/SF79_MdH_Kk

OpenGL demo

Multiple OpenGL demo scenes

https://www.youtube.com/watch?v=hLkd1usMp30&t=2s&ab_channel=XemaMaestreQuiles

JobSystem

Thread-safe templated job system in C++ with variadic arguments, used for efficient multithreaded task execution

https://github.com/j-maestre/JobSystem_Advanced

Wii Balance Board Game

Game developed in Unity using Wii Balance Board as input controller

https://www.youtube.com/watch?v=yUsQdelusOM&t=41s&ab_channel=XemaMaestreQuiles

Music runner

Mobile game developed in Unity inspired in subway surfers and geometry dash.

https://www.youtube.com/watch?v=96B5Rawlabs&ab_channel=XemaMaestreQuiles

Movie going

Films website viewer using TheMovieDB API

<https://j-maestre.github.io/MovieGoing>