

JOSE MARIA MAESTRE

C++ GAMEPLAY AND CORE PROGRAMMER

Professional problem solving and 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, DirectX11 and OpenGL. Always looking forward to learn, grow and take on new challenges, constantly trying to improve and push my limits at every opportunity.



+34 633579841



Valencia, Spain



maestre.quiles@gmail.com



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

SKILLS

- C++, C++17, C++20, C, ARM Assembly, C#, Python, SQL, JavaScript
- Unreal Engine 4/5 (C++, Blueprints), PS5 SDK, Unity (C#), OpenGL
- PS5 devkit, Visual Studio, Visual Studio Code, CMake, Premake
- Profiling/Debugging Tools: RenderDoc
- Version control systems: Git, Perforce

LANGUAGES

- English: Professional working proficiency (B2/C1)
- Spanish: Native
- Valencian: Native

EDUCATION

2024 - 2025 Computer Science for Games HND Level 6

Sheffield Hallam University

2021 - 2024 Videogames Programming HND Level 5

Escuela Superior de Arte y Tecnología (ESAT)


2019 - 2021 Web Development

IES L'Estacio

EXPERIENCE

2024 Tiny Terrors Studio - C++ Gameplay Programmer

10 Months

- Worked on **Shelley Manor** development, a third person puzzle game with fixed cameras in the style of the old resident evil games collaborating closely with designers, artists and other programmers to implement and refine gameplay systems.
- Developed in **Unreal Engine 5.2**.
- Developed the main character's interactions with objects, physics mechanics (dragging and pushing objects), breakable objects with Chaos System, pressure plates and physics based chain attached to player.
- Available on **Steam** 

Skills: C++, Unreal Engine 5.2, Perforce

2021 NTT Data - Frontend Developer

3 months

Frontend developer internship

Skills: SVN, Angular

PROJECTS

2024 Shelley Manor

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

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

Skills: C++, Unreal Engine 5.2, Perforce

2024 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

Skills: C++, OpenGL, Git, OOP

2025 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

Skills: C++, Multithread, Optimization, Git,

2025 Job System

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

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

Skills: C++, Multithread, Templates, Optimization, Git