

# Jose Maria Maestre Quiles

C++ GAMEPLAY & CORE PROGRAMMER

## Phone Number

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## Gmail

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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/](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

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## 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

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## LANGUAGES

### Spanish and Valencian

Native

### English

IELTS Level 6.5

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## PROJECTS

### Shelley Mannor

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

[https://store.steampowered.com/app/2999270/Shelley\\_Mannor/](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](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](https://youtu.be/SF79_MdH_Kk)

## **JobSystem**

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

[https://github.com/j-maestre/JobSystem\\_Advanced](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](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](https://www.youtube.com/watch?v=96B5Rawlabs&ab_channel=XemaMaestreQuiles)