

JOSE MARIA MAESTRE

C++ GAMEPLAY AND CORE PROGRAMMER

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.



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Valencia, Spain



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<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, Git, Perforce, Visual Studio, Visual Studio Code, CMake, Premake

LANGUAGES

- English B2
- 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

~Shelley Mannor~

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

2021 NTT Data - Frontend Developer

3 months

Frontend developer internship

PROJECTS

2024 Shelley Mannor

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

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

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

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

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