

Jose Maria Maestre

C++ programmer

Jose Maria Maestre Quiles

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Skills

C++, C, Assembly (arm), C#, Unreal Engine, Unity, Perforce, GitHub, SQL, Python, OpenGL, JS, Angular, React, CSS

Experience

Tiny Terrors Studio

10 months

Worked on Shelley Manor development

Third person puzzle game made in Unreal Engine 5

Team composed by 8 programmers, 7 artists and 3 designers, all of us students of ESAT

NTT Data

3 months

Frontend developer

Education

ESAT, BTEC Level 5 HND in Computing

October 2021 - June 2024, VALENCIA

In this course I learnt the basics about C++, code optimization and graphics programming

IES l'Estacio, Grado superior en Desarrollo de Aplicaciones Web

September 2019 - June 2021, ONTINYENT

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

Projects

Shelley Mannor

Third person puzzle videogames developed with Unreal Engine 5

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

<https://youtu.be/uukJZx18KDY>

Andromeda Engine

Self made graphics Engine using C++ and OpenGL with physically based rendering and Nvidia physics integrantes

<https://youtu.be/myVlggxY4uM?si=zsNDrmf-eOfNhTWz>

OpenGL demo

Multiple OpenGL demos

<https://youtu.be/hLkd1usMp30?si=6J-Yu7ymjNt6974o>

Music runner

Mobile game inspired in subway surfers and geometry dahs using Unity

https://youtu.be/96B5Rawlabs?si=-X9ecul1_XgeZ8nc

Wii balance board Game

Desktop videogames with Unity using as input Wii Balance Board

<https://youtu.be/yUsQdelusOM?si=-7rj2OC1RIWz5k3c>

Data base visualizar

Data base visualizar developed un C++

Movie going

Films website with last films and colosal database using TheMovieDB API

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