

# Jaume Berbel

Game Programmer

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📍 Castellon de la Plana, Spain

## Education

**BSc in Games Technology, Coventry University** [🔗](#)

First Class Honours | 09/2024 – 07/2025

Coventry, United Kingdom

I learned how to use tools and APIs such as CUDA, OpenCL, Blender, and game networking while strengthening my skills in C++, C#, Unity, and Unreal Engine.

**HND in Computing, ESAT** [🔗](#)

Distinction | 10/2021 – 07/2024

Valencia, Spain

I spent 3 years at ESAT focusing primarily on C/C++ while also learning Unity and Unreal Engine. I also gained experience in C#, Python and Lua. In my final year, I worked with artists, programmers, and designers to develop and publish a game on Steam, and built a custom game engine. Throughout the course, I created several small games as project assignments.

## Skills

### Languages

- Spanish - Native
- Catalan - Native
- English - 6.5 IELTS

### Game Engines

Unity  
Unreal Engine

### Graphics & Compute APIs:

OpenGL  
CUDA, OpenCL

### Programming Languages

C, C++, C#  
Python, Lua

### Tools & IDEs:

Visual Studio, Rider  
GitHub, Perforce, Trello  
Blender

## Projects

**Katto: Rising Tides** [🔗](#)

09/2023 – 07/2024

- Collaborated with a team of 7 programmers, 2 designers, and 8 artists, working closely with the entire team.
- Developed a custom Level Streaming system in Unreal Engine, allowing designers to freely and efficiently manage level loading and unloading.
- Designed and implemented the logic and AI for two of the game's main enemies, integrating animation assets provided by the art team.

**Multiplayer Shooter Game**

02/2025 – 03/2025

- Built a custom C# server using ENet to handle connections, game state, and real-time communication.
- Developed two fully functional clients in Unreal Engine and Unity, implementing networking code to sync gameplay, manage capture-the-flag mechanics, power-ups, and smooth interaction with the server.
- Designed and programmed a basic multiplayer shooter from scratch, including both the server and client-side logic.

**Game Engine**

09/2023 – 07/2024

- Built a custom game engine from scratch in C++, including a hand-coded rendering pipeline supporting both forward and deferred rendering.
- Implemented a custom camera system, 3D model and texture integration, framebuffer management, and real-time lighting (spot, point, and ambient).
- Developed a manual ECS (Entity Component System) and multithreaded job system to optimize performance.
- Coded a custom input system and window handling.