Kai Jauregi

Gameplay and Tools Programmer

Contact

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Willing to relocate

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Portfolio
https://jauregiazcue.github.io/portfolio/

Linkedin
https://www.linkedin.com/in/jauregiazcue/

Languages

Spanish - Native Speaker

Basque - Native Speaker

English - C1

Programming Languages

- C++
- C#
- GLSL
- SQL
- Python
- Swift
- Kotlin

Technologies

- Play Station 5
- Unreal Engine 4
- Unity
- OpenGL
- DearImGui
- GitHub
- Perforce
- Premake
- RenderDoc

Soft Skills

- Creativity
- Teamwork
- Adaptability
- Objective Thinking
- Time Management

Recent **Computer Science for Games graduate** from Sheffield Hallam University with **skills in game development and computer graphics**. Looking forward to specialising in **gameplay programming** and **tools development**.

Since I started playing on my first console, I've pondered, "How in the world are these video games created?".

Due to my **desire for knowledge**, I started taking courses to learn how to create videogames using different engines and from that point onward I never stopped, that is why I went to ESAT and Sheffield Hallam University, where I learned how to **create my own engines** (in OpenGL and PS5), how to create state machines and search algorithms, **make games while collaborating with a team** and more.

I am **eager to learn from industry workers and improve all my skills even more.**

Education

BSc (Honours) in Computer Science for Games
Sheffield Hallam University | sep. 2023 - may. 2024 | Sheffield

In SHU I enhanced my gameplay coding abilities and my collaborative skills by making a first person horror puzzle **game for PS5**, in a team of six, using my own **level editor** and entity component architecture base **PS5 engine**.

Higher National Diploma in Computing
ESAT | oct. 2020 - jul. 2023 | Valencia

ESAT is the institution where I **learned to work with Unreal Engine 4 and Unity**, apart from acquiring a **strong knowledge in standardised Artificial Intelligence techniques** such as A* or **Behaviour Trees** and I have grown a **solid base in graphics programming** creating my own engine in C++ using OpenGL.

Professional Experience

Tools Programmer
Zarautz Police Department | sep. 2024 - jan. 2025 | Zarautz

Developed a program aimed at showcasing traffic accidents. For this purpose the user can **draw**, add **images and text**, **customize** the previous functionalities and **take screenshots**.

Gameplay Programmer
Raccoons Making Games | sep. 2022 - jul. 2023 | Valencia

As the **responsible for all VFXs** in Born to Rise, working together with the art and design department, I have created, inserted and enhanced all particles for the game, apart from **implementing most of the platforms** and **making the dialogue system**.