

Kai Jauregi

Full Stack Developer

Contact

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Address

Zarautz, Spain

Willing to relocate

Portfolio · jauregiazcue.github.io/portfolio/

Linkedin · linkedin.com/in/kaijauregi/

Github · <https://github.com/jauregiazcue>

Languages

Spanish - Native Speaker

Basque - Native Speaker

English - C1

Programming Languages

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

Technologies

- Play Station 5
- Unreal Engine 4
- Unity
- OpenGL
- DearImGui
- Github
- Perforce
- Premake
- RenderDoc
- Docker
- React
- Node.js
- Mongo
- MySQL

Soft Skills

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

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**.

Due to my **desire for knowledge**, 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**.

Profesional Experience

Programmer

Talio | jul. 2025 | oct. 2025 | Remote

I cleaned up the Unity project for the company that hired Talio, and also created a web-friendly build, making the build smaller by linking the videos within the project. In October, I improved the fixes, adding the option to skip scenes.

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**.

Full Stack Developer

Zarautz Police Department | apr. 2025 - may. 2025 | Zarautz

Create a proof of concept for the lost and found website while updating Zarautz City Hall website..

Education

Full Stack Development Bootcamp

The Bridge | mar. 2025 - Present | 500h | Bilbao

I improved **MySQL** and **JavaScript** skills while I learned **Docker** and **React**. Throughout the learning experience I develop multiple websites such as my new portfolio, an updated website for my hometown, a playable sudoku web and more.

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.