



# JOSE MANUEL VEIGA CAMIÑOS

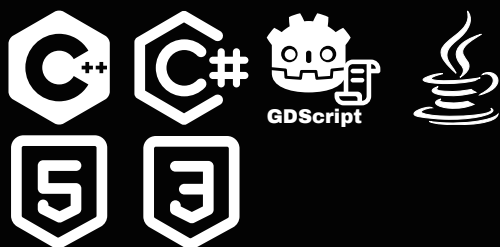
GAME PROGRAMMER

@ jveigacaminos@gmail.com

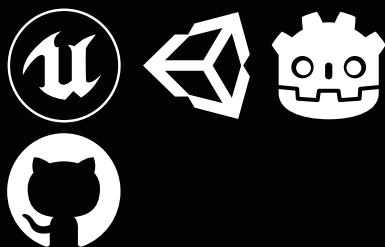
622 25 67 41

Portfolio Website

## </> CODE



## SOFTWARE



## ABOUT ME

- 23 years old
- Viladecans, Barcelona (Spain)

Junior Video Game Programmer since age 19.  
Experience with different agile frameworks.

## LANGUAGES

Spanish: Native

English: B2

## HIGHLIGHT PROJECTS

### Souls Era - Gameplay Programmer

Developed at **Institute Pedralbes**, with **2 team members**.

- Customizable Combat Skills with Scriptable Objects.
- Turn Based Combat System
- Implemented Editable Enemy IA, select the target based on the Skill is using.
- Implemented Character Stats with Skill scaling.

### Unreal FPS - C++ & Blueprints Programmer

Developed by **my own**.

- Implemented all Player Logic: Movement, Shoot, Edited Mixamo Animations...
- Camera System with Zoom In / Zoom Out.
- Implemented Enemies with IA and Animations
- Added Visual Player & Enemies HUD

## PROFESIONAL EXPERIENCE

### Junior Game Programmer

JellyWorld Games - Spain

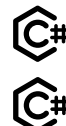
Projects:

- Trainpunk Run
- My Daily Pets

Game Engine:



Language:



## EDUCATION

2021 High Certificate of Development of Multiplatform Applications Oriented to Video Games  
Institute Pedralbes

2019 Bachelor's Degree  
GOAR Viladecans