

# LAURA BELTRÁN BRAVO

(SHE/HER)

## JUNIOR PROGRAMMER

### PROFILE

I am a junior game programmer focused on graphics and rendering. I joined the games industry in 2022, but I still have a lot to learn and I'm always up for a challenge.

### SKILLS

#### LANGUAGES

|         |          |
|---------|----------|
| Spanish | Native   |
| Catalan | Native   |
| English | IELTS C1 |
| French  | DEL F B1 |

#### COMPUTER SKILLS

C++  
C#  
Unity 3D/2D  
Office  
Java  
Python  
GLSL/HLSL

#### OTHER SKILLS

Mental Health First Aider  
Leadership Training  
Teamwork

### CONTACT

#### EMAIL

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#### PHONE

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#### LINKEDIN

<http://linkedin.com/in/laura-beltr%C3%A1n-bravo-263264144>

#### PORTFOLIO

<https://lbeltranbr.github.io/>

## EDUCATION

Master's degree  
**Abertay University**  
Computer Games Technology



Sep 2020 – Nov 2021



Dundee, Scotland

Bachelor's degree  
**Pompeu Fabra University**  
Audiovisual Systems Engineering



Sep 2016 – Jul 2020



Barcelona, Spain

## WORK EXPERIENCE

Junior Programmer  
**UBISOFT**



Jun 2022 – Present



Newcastle Upon Tyne, UK

Started as a platform programmer and moved to Rendering/Graphics in a completely new IP.

- Worked with PS5 SDK
- Worked in Anvil (Ubisoft's engine)
- Experience in developing shader (HLSL)
- Familiar with Profilers like PIX, Razor GPU/CPU

Research Assistant  
**Open University of Catalonia (UOC)**



Feb 2019 – Jul 2020



Barcelona, Spain

Study and development of Augmented and Virtual Reality applications.

- Development of an Augmented Reality application for the Cervera's museum in Spain.
- Study about different Virtual Reality headsets. The study was done using Unity 3D but was not carried out due to the pandemic.

## INTERESTS

- Digital and Traditional Drawing
- Video Games
- Learning Languages
- Graphical Novels
- Traveling
- Cooking