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	DELF 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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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 a C++ environment
- Worked in Anvil and Snowdrop (Ubisoft's engines)
- Experience in developing shaders (HLSL)
- Familiar with Profilers like PIX, Razor GPU/CPU and Nsight
- Worked as a part of the mental health team
- Completed a Leadership training for future Manager/Lead roles

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