

LAURA BELTRÁN BRAVO

(SHE/HER)

JUNIOR PROGRAMMER

PROFILE

I joined the games industry in 2022. I am a C++ programmer interested in Graphics and Engine development.

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
Agile Methodologies

CONTACT

EMAIL

laurab180998@gmail.com

PHONE

07340890183

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 - Apr 2025



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
- Worked in a 2-week sprint methodology using Jira as a work tracking source
- Credits on Assassin's Creed Shadows

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.

PERSONAL DEVELOPMENT

3D Graphics Engine (<https://github.com/lbeltranbr/3D-Engine>)

Creation of a 3D Graphics Engine from scratch based on the book "3D Game Engine Development: Learn how to Build a Cross-Platform 3D Game Engine with C++ and OpenGL" by Franc Pouhela.

Current Features:

Manually included libraries, ECS based, Texture & model loaders, Basic shaders (PBR, Irradiance...), Shadow Maps, Skybox, Directional/Point/Spot lights, and G-Buffer

Future Features:

Basic Physics, GI, Advanced shaders, Ray Tracing, Volumetric Lighting, ImGui integration