

# 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

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

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### 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 – 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
- 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