Laura Beltran Bravo

(She/her)

Engine Programmer

Profile

Passionate about real-time rendering and low-level engine systems, with credits on AAA titles and experience across multiple Ubisoft engines.

Languages

Spanish (Native)
Catalan (Native)
English (C1 – IELTS)
French (B1 – DELF)

Programming Languages

C++
C#
Unity 3D/2D
GLSL/HLSL
MATLAB

Other Skills

Mental Health First Aider
Leadership Training
Teamwork
Agile Methodologies

Contact

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LINKEDIN

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PORTFOLIO

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Education

Abertay University / MSc in Computer Games Technology
September 2020 - November 2021
Dundee, Scotland

Pompeu Fabra University / BSc in Audiovisual Systems Engineering
September 2016 - July 2020
Barcelona, Spain

Experience

Double Eleven / Programmer
November 2025 - Current
Middlesbrough, UK

- C++ Code Maintenance
- Tools Maintenance & Development
- Profiling & Debugging
- Graphics & Rendering oriented work

Ubisoft / Junior Engine Programmer
June 2022 - April 2025
Newcastle Upon Tyne, UK

As part of the Platform/Engine Team I gained hands-on experience with the following tools and technologies:

- Developed and maintained C++ code across Anvil and Snowdrop engines for a new IP
- Incorporated PS5 SDK tools into Anvil and used it to detect possible memory leaks
- Implemented custom HLSL shaders to enhance real-time effects and optimize GPU performance
- Used PIX, Nsight, and Razor to debug and profile graphics issues, contributing to frame rate and memory improvements
- Served as Mental Health First Aider and completed leadership training for future lead roles
- Collaborated with multidisciplinary teams in an Agile environment using Jira
- Credits in Assassin's Creed Shadows

Open University of Catalonia / Research Assistant
February 2019 - July 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

Graphics Engine

- Built a 3D engine in C++ and OpenGL inspired by *"3D Game Engine Development"* by Pouhela
- Implemented scene, rendering pipeline, and lighting modules
- View on Github

MathWorks Computer Vision Engineer Professional Certificates

- The course includes Image Processing, Deep Learning, and Object Tracking in MATLAB