



Miguel Ángel Bueno Rivera

GAME ENGINE & GAMEPLAY
DEVELOPER

Details

Barcelona

Spain

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Links

[LinkedIn](#)

[Github \(@magalenyo\)](#)

[Website](#)

[Shutdown \(video game\)](#)

[Boundedead \(video game\)](#)

Skills

Java, C++, C#, Angular

SVN and Git (Github and
BitBucket)

Continuous integration with
Jenkins

Project development

OpenGL, GLSL

Languages

Spanish (Native)

Catalan (Native)

English (Fluent - B2 Certificate)

Profile

I'm a 25 years old passionate programmer, currently working as a Full Stack developer for NTT DATA Europe & Latam.

Interested in software development, but specially in Game Engine programming and Games development. I'm also interested in Graphics, VFX and 3D Modelling.

Employment History

Solutions Analyst, NTT Data Europe & Latam, Barcelona

SEPTEMBER 2019 – PRESENT

Working with Agile methodologies like Scrum (+Kanban and Jira), and SVN and Git (Github) in the following projects:

- Development of Allianz Insurance websites and internal tools.
 - Programming: full stack development of an insurance policy contract site and the development of an internal UI Editor tool to create Workflows. Both projects were developed in Angular and Java Springboot.
- Development and maintenance of Zurich Insurance customers' web portal.
 - Projects development: task estimation, team organization, creation of technical and functional documents, creation of requirements documents.
 - Programming: full stack development of the client's site with a custom framework based on Java, HTML, CSS and JS.

Programmer, EUTI Software, Girona

FEBRUARY 2019 – JUNE 2019

Development and publishing of an application for Android and iOS made with Xamarin.Forms (C#) and maintenance of a server made in Visual Basic.

Education

Master's Degree in Advanced Programming for AAA Video Games, Universitat Politècnica de Catalunya (UPC), Barcelona

OCTOBER 2020 – NOVEMBER 2021

- Development of a 3D game engine programmed in C++ and OpenGL. Check the engine repository [here](#):
 - Graphics: UI Shaders, Dissolve Shader (Simplex Noise Map), Chromatic aberration, MSAA integration.
 - Navigation Module: integration of Recast & Detour for the creation of NavMesh, NavAgent and NavObstacle.
- Development of a 3D videogame in C++. Take a look at the [game trailer](#) or the full gameplay [here](#). Check the videogame repository [here](#).
 - Gameplay: Final Boss fully customizable Bullet Hell, scripting for simple behaviors, scripting for UI animations.

B.S. in Computer Engineering, Universitat de Girona (UDG), Girona

SEPTEMBER 2014 – JULY 2019

Specialized in Software Engineering.

Boundedead: as a final project, a colleague and I developed a 2.5D action/platform video game made in Unity (C#).

To check the gameplay, access the [Youtube Playlist](#) and check the source code [here](#). To play it yourself, [download the project](#).