OSCAR PÉREZ

VIDEOGAME PROGRAMMER

FEATURED PROJECTS

"THE MANDALORIAN: ASHES OF THE EMPIRE"
3D Fast Paced Rogue-Lite

"AETHERIUS"
Real-time Volumetric Cloud Generation Tool for Unity

"PHOEBUS ENGINE"
Self Made 3D Game Engine

"HEARTS OF GREED"
2D Isometric RTS from scratch

SKILLS

PROGRAMMING LANGUAGES
- 3+ years of experience in **C / C++ / C#**
- Worked with **GLSL**
- Basic **HTML** knowledge

SOFTWARE
- Comfortable using **Visual Studio, Unity, Photoshop, Blender**
- Experience with **Unreal Engine, Github, Unity Collaborate, Hack&Plan, Trello**
- Basic knowledge of **Maya, 3ds Max, Wwise, Brofiler, Houdini**

Worked with:
OpenGL, Glew, SDL, Bullet3D, Box2D, Vuforia, ImGui, Assimp, DevIl...

OTHER
- 4+ years of experience working with **Comercial & Custom Engines**
- Experience working in teams with **Agile Workflows**
- Basic knowledge of **Game Design & UX**
- Basic knowledge of **3D Modeling, Art & Animation pipelines**

EDUCATION & TRAINING

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT
UPC - CITM *(2018 - 2022)*

ABOUT ME

Hi, I'm a 21yo videogame lover interested in:
Gameplay, Engine & Tools Programming.

LANGUAGES

Spanish (Mother tongue)
Catalan (Mother tongue)
English (Advanced - C2 level)

HOBBIES & INTERESTS

- Volleyball
- Tabletop RPGs as Player & DM
- Astronomy, physics, rocketry
- Trying out new things

CONTACT

(+34) 685 81 69 49
oscarp-25@hotmail.es
Castellar del Vallés, Barcelona

Check out **My Portfolio**