

JORDI SANS

VIDEO GAMES PROGRAMMER

CONTACT



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[Portfolio](#) | [Steam Game](#)

SKILLS

• Programming Languages

- C++
- C
- C#
- Python

• Game Engines

- Unreal Engine 4 & 5
- Unity 3D

• Render

- OpenGL
- GLSL
- PS5 API

• Source Control

- GitHub
- Perforce
- Bitbucket

• Debug

- Visual Studio
- RenderDoc
- PS5 suite

• Databases

- SQLite
- MongoDB

• Miscellaneous

- Atlassian Suite
- Microsoft Project
- ImGui
- SDL2

LANGUAGES

Catalan: Native

Spanish: Native

English: Professional

SUMMARY

Passionate game developer and skilled low-level programmer with experience publishing a game on STEAM. Dedicated to crafting immersive experiences, with expertise in graphics, engine, and gameplay programming. Eager to face new challenges, collaborate with team members, and make meaningful contributions in a dynamic setting. Looking for an opportunity to support professional and personal development, where teamwork and idea-sharing are encouraged.

EXPERIENCE

INMIZE Oct 2024 - March 2025

Software Engineer

Full-stack development of data automation solutions using Lua and Inmation, covering both backend logic and frontend interface customization. Implemented modular scripts to optimize system performance and improve user interaction. Collaborated with multidisciplinary teams in a highly technical and regulated environment

CHIVITO GAMES Sep 2022 - July 2023

C++ Programmer

I worked as an AI Programmer in **ANDARA: Rise For Rebellion**, published on Steam.

GAMANDA GAMES Sep 2021 - July 2023

UE4 & 5, Unity 3D, OpenGL, C++ Programmer

I worked as a C++, Unreal Engine 4 & 5, Unity 3D and OpenGL Programmer implementing projects throughout my studies.

SISTELCONTROL June 2018 - July 2020

Automation Project Engineer

Project engineer for industrial automation projects in the pharmaceutical sector. PLC programming (Tia Portal and Desigo Xworks) and SCADA (iFix, Intouch, Desigo CC...). Creation of FS and user manuals. IQ/OQ validation support. Customer commissioning. Remote after-sales technical assistance.

FORMATION

BSC Computer Science for Games

Sep 2023 - May 2024, Sheffield, United Kingdom

Sheffield Hallam University (SHU)

HND in Computing (Videogames Programming)

Oct 2020 - July 2023, Valencia, Spain

**ESAT (Escuela Superior de Arte y Tecnología),
BTEC Level 5 HND**

Bachelor's degree in Industrial Electronics and Automatic Control Engineering

Sep 2013 - June 2019, Terrassa, Spain

**UPC - Terrassa School of Industrial, Aerospace and
Audiovisual Engineering (ESEIAAT)**

ADDITIONAL INFORMATION

- IELTS 6.5
- FCE course in Manchester, UK.
- Attended Game Republic 2024.
- Student Assistant at SHU.
- Student Mentor at ESAT.
- Student Ambassador at ESAT.
- Basketball Coach Volunteer.