# **JORDI SANS**

VIDEO GAMES PROGRAMMER

#### CONTACT



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Portfolio

#### **SKILLS**

- Programming Languages
  - o C++
  - o C
  - o C#
  - Python
- Game Engines
  - o Unreal Engine 4 & 5
  - o Unity 3D
- Render
  - OpenGL
  - GLSL
  - PS5 API
- Source Control
  - GitHub
  - Perforce
  - Bitbucket
- Debua
  - Visual Studio
  - RenderDoc
  - o PS5 suite
- Databases
  - SQLite
  - MariaDB
- Miscellaneous
  - o Trello
  - Microsoft Project
  - ImGui
  - o 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**

#### **CHIVITO GAMES**

C++ Programmer Sep 2022 - July 2023

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)

# <u>ADDITIONAL INFORMATION</u>

- · FCE course in Manchester, UK.
- Attended Game Republic 2024.
- Student Assistant at SHU.
- Student Mentor at Esat.
- · Student Ambassador at ESAT.
- · Teamwork.
- · Lateral Thinking.
- Proactive.
- · Hardworking.
- Reliable.
- · Basketball Coach Volunteer