

<i>Email</i>	saenzag.imanol@gmail.com	<i>Git</i> <i>Hub</i>	thelitelboy
<i>Steam</i>	litelboy	<i>Twitter</i>	The_LitelBoy
<i>Web</i>	thelitelboy.github.io	<i>Linkedin</i>	Imanol Saenz

## Resume

I'm a young programmer desiring to learn more about the video game programming world and to improve my skills. Interested in physics and gameplay programming. Experienced using C++, Unity and Unreal.

I am looking forward to work in the video games industry, to continue learning from people with experience and passion for video games, so I can learn and create my own games in the future.

I like participating in Game Jams, I think it's a great way to learn new things as you are experimenting. My favourite type of games is those with a huge world where you can spend hours and hours doing whatever you want, following a story or not, for example, Monster Hunter, The Elder Scrolls... But I am also a big fan of games with an interesting story to tell as Portal or Bioshock.

## Aptitudes

### Programming Languages

- C / C++
- C#

### Source Controls

- Git
- Perforce
- Tortoise SVN

### Graphical API

- OpenGL 3.X

### Commercial Engines

- Unity
- Unreal Engine 4

## Education

- Sheffield Hallam University
  - Sheffield, UK.
  - BSc(honours) Computer Science for Games

- Graduated: 2019
- ESAT (Escuela Superior de Arte y Tecnología)
  - Valencia, Spain
  - BTEc Level 5 HND in Computing And Systems Development
  - Graduated: 2018

## Experience

- Bulkhead Interactive
  - Junior Gameplay Programmer 06/2019 – Present
  - Learning about gameplay programming and working with the design team to create a great prototype for PROMOD.

## Languages

- English: C1-B2 / IELTS 6.5
- Spanish: Native Level
- Euskara: Native Level (EGA titulation)

## Awards

Programmer of Gamble of Gods, a free to play Video Game published on Steam. Awarded by Student Game Contest. Spanish Students Videogames association. AEV

- Best Narrative - Student Game Contest 2018

## Interests

- Games
- Reading
- Music
- Sport