Email	saenzag.imanol@gmail.com	*GitHub*	thelitelboy
Steam	litelboy	*Twitter*	The_LitelBoy
Web	thelitelboy.github.io	*Linkedin*	Imanol Saenz

Resume

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

Working in the video game industry on Bulkhead since 2019, worked on Battalion 1944 and more recently on Promod.

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)

Personal Games

- Gamble of Gods (UE4). A free to play Video Game published on Steam

- Street Rumble (UE4). Game programmed for ps4 and finally published on Itch.io

Interests

- Games
- Reading
- Music
- Sport