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| *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 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