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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 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