

PERSONAL DETAILS

Passionate young programmer with experience using C++, Game Engines, such as Unity or Unreal Engine 4 or. Also experienced in 3D real-time rendering techniques.

Great problem-solving and team-working skills.

Always aiming to improve, learning from the situation, and refining my skills day by day.

I am looking forward to join a team where I could share my passion about games, and continue learning. In my spare time I really love working on personal projects or make small games.

Currently researching about GPGPU programming, and developing a raytracing stage for my custom 3d Game Engine

SKILLS

Languages	C++, C, GLSL, HLSL, ASM (ARM)
3d Graphics APIS	OpenGL 3.x, 4.x(Personal Research projects), Dx11 (University framework)
Game engine	Unreal Engine 4(Published game), Unity3D (Small personal projects)
Other	Source Control (Git, Perforce), Debugging, Visual Studio, Render Doc, Scrum

EDUCATION

BTEc Level 5 HND in Computing And Systems Development

ESAT [2015–2018]

Graduated with Distinction.

Relevant modules:

Final Project	Distinction
3D Graphics Engine	Distinction
Data Structures And Algorithms	Distinction
AI Systems	Distinction
Unreal Engine 4	Distinction

BSc(honours) Computer Science for Games

Sheffield Hallam University [2018 - Expected 2019]

Aiming To first

Relevant modules:

Final Project	Expected First
3D Games Prototyping	Expected First
Effective C++	Expected First
Realtime 3D	Expected First



**Enrique Alemany
Martínez**

**Graphics Programmer /
Gameplay Programmer**

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LANGUAGES

- English (C1 / 7 Band)
- Spanish (Native)

INTERESTS

Games

- Halo (saga)
- Halo Wars
- Warframe
- Hollow Knight
- Gears of War(saga)
- Elite Dangerous
- Terraria
- Dead Cells
- Borderlands
- Magicka
- Forza Horizon

EXPERIENCES

Gameplay Programmer at Rocket Banana

2017 - 2018

Esat end year project

A team we had when studying at Esat, developing a game and learning Unreal, and released on Steam.

My contributions are mainly related to gameplay.

- Main character movement
- Enemies behaviour and movement
- Main Menu Design & Implementation
- Implementation of local multiplayer

Graphics Programmer

2017 - 2018

Esat end year Game Engine

With the help of a partner, We developed a 3D Game Engine, using Open GL, capable of PBR rendering, deferred rendering, and lots of postprocesses, like SSAO, SSR, Bloom... To learn how a Game Engine performs.

Programmer

2018 - xxxx

Personal Project

Currently learning about different graphics pipelines and proper structures development, doing my new 3D Game Engine, called OutterSpace, and being my first open source project.

REFERENCES AVAILABLE ON REQUEST

Game Jams

- Ludum Dare

Other

- Music

Sports

- Cycling
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