

## 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.

## 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

### **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**

2019

[Search for a star 2019](#)

A small game I made, for the Search for a star 2019 contest.



**Enrique Alemany  
Martínez**

**Graphics Programmer /  
Gameplay Programmer**

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martinez-b837996b/](https://www.linkedin.com/in/quique-alemany-martinez-b837996b/)

Github: [unyankee](https://github.com/unyankee)

## **EDUCATION**

*BTEc Level 5 HND in Computing And  
Systems Development*

**ESAT**

2015 - 2018

Graduated with Distinction

*BSc(honours) Computer Science for  
Games*

**Sheffield Hallam University**

2018 - Expected 2019

Aiming To first

## **LANGUAGES**

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

REFERENCES

Gustavo Aranda

- Programme Leader at ESAT
- garanda@esat.es

Juan Diego Alegre

- Project Manager at ESAT
- jd@esat.es

SKILLS

LANGUAGES

C
C++
C#
Swift
HTML
CSS
Java
JavaScript
GLSL
HLSL
ASM (ARM)
LUA

SOURCE CONTROL

GIT
Perforce

INTERESTS

Games

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

Game Jams

- Ludum Dare

Other

- Music

Sports

- Cycling

## API'S

OpenGL 3.X/4.X

DX11 (framework)

## ENGINES

Unreal Engine 4

Unity

## IDE'S

Visual Studio

XCode

Android Studio

## DEBUGGING

Visual Studio

RenderDoc

Xcode

Android Studio

## OTHER

Scrum

Constant Researching

Team working

Agile Software Development

## PLATFORMS

Windows

Linux