|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 MartínezGraphics Programmer / Gameplay Programmer |   Email:  [eagle2010@hotmail.es](mailto:eagle2010@hotmail.es)  Phone: [034 680769630](tel:034%20680769630)  WebPage: [unyankee.github.io](http://unyankee.github.io/)  Linkedin: [quique-alemany-martinez-b837996b/](https://linkedin.com/in/quique-alemany-martinez-b837996b/)  Github:  [unyankee](http://github.com/unyankee" \t "_blank) LANGUAGES  * English (C1 / 7 Band) * Spanish (Native)  INTERESTSGames  * Halo (saga) * Halo Wars * Warframe * Hollow Knight * Gears of War(saga) * Elite Dangerous * Terraria * The Witcher 3 * 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 |