



Sebastián Valdés

SOFTWARE ENGINEER

Sheffield, UK
Catalan & Spanish (Native), English (C1)

tebasdev@gmail.com Portfolio GitHub LinkedIn

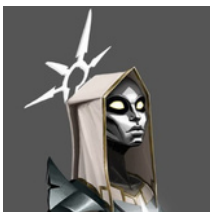
EXPERIENCE VIEW MY PORTFOLIO: WWW.TEBAS.DEV



Junior C++ Programmer | Steel Minions

Sheffield, UK
April 2025 - July 2025

- Developed a 2D educational vectorial game in C++ with Python scripting for first-year computing students.
- Firebase integration for student login, leaderboard tracking, and remote task management by lecturers.



Gameplay Programmer | Dark Moth

València, Spain
Sep. 2022 - July 2023

- Developed INVICTA: The Next Queen (top-down Soulslike) in Unreal Engine, published on Steam.
- Implemented animation systems, combat mechanics, and gameplay features (e.g. parrying, lock-on, status effects).

RELEVANT PROJECTS



Poyo Engine



- Built a custom engine from scratch using ECS architecture.
- Implemented Deferred Rendering, PBR materials, GPU skinning mesh animations, Shadow Mapping...
- Added editor tools (Undo/Redo, Object Selection, Gizmos, Logger) and optimised rendering with Direct State Access and Multi Draw Indirect.
- Ported the engine to DirectX 11 for Xbox One support.

Sep. 2022 - Jun. 2023 Links: DevLog Trailer

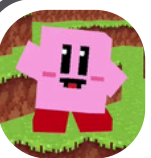


INVICTA: The Next Queen



- Development of a top-down Soulslike, published on Steam.
- Led all animation programming: state machines, blend spaces, layered systems, and anim-notifies for gameplay events.
- Integrated all rigs and animations from artists.
- Implemented combat features including parrying, enemy lock-on, status effects, custom projectiles, and fast-travel portals.

Sep. 2022 - Jul. 2023 Links: DevLog Trailer Steam Page



Cubed Cube



- Built a voxel engine for GameCube (2001, 24MB RAM).
- Implemented procedural terrain, skeletal animation, batching, frustum and occlusion culling and memory optimisations.
- Project awarded as Best Individual Project at Game Over 25 showcase, judged by professionals from the games industry.

Sep. 2024 - Jan. 2025 Links: DevLog Trailer



SkyGlyphs



- Built a custom game engine for PS5 from scratch in Semester 1, including a real-time skeletal animation system with GPU skinning.
- In Semester 2, collaborated extend the engine in a 6-person team for a co-op Pikmin-style game. Implemented animation blending and a compute-shader-based interactive grass responsive to wind and player footsteps.
- Currently porting the project to the Nintendo Switch.

Jan. 2025 - May. 2025 Links: DevLog Switch Port

SKILLS

[] = I have some experience

LANGUAGES

C++ C# C Lua YAML SQL
Python GLSL HLSL Assembly

FRAMEWORKS/ LIBRARIES /APIs

STL OpenGL 4.6 DirectX11
Vulkan 1.3 PS5 SDK GameCube SDK
XBOX One SDK ImGui SFML SDL 2
Raylib SoLoud .NET

ENGINES

UE4 UE5 Unity Godot Poyo

SOFTWARE

Rider Visual Studio GitHub Perforce
Blender Aseprite Jira Trello Office
Maya RenderDoc NVIDIA Nsight

EDUCATION

Sheffield Hallam
University

2024 - 2025 United Kingdom

BSc Hon Computer Science for Games
Average Grade: First Class [87.6]

ESAT

2020 - 2023 València, Spain

HND in Computing, BTEC Level 5
Average Grade: Distinction

AWARDS



BEST INDIVIDUAL PROJECT

Cubed Cube³
GAME OVER 2025
Winner



BEST STUDENT GAME

Invicta: The Next Queen
GAMESCOM LATAM 2024
Finalist

ADDITIONAL INFO

Private Tutor: C++ & OpenGL

Tutored students for two years, focusing on C++, graphics programming, and engine architecture. Found it personally rewarding.

Hobbies and Interests

I enjoy modding consoles and creating software for legacy systems like the GameCube and DS, with a focus on porting and low-level programming. I also swim regularly.