



Sebastián Valdés

SOFTWARE ENGINEER

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

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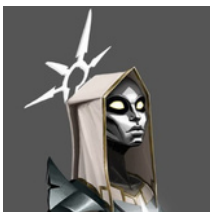
EXPERIENCE [VIEW MY PORTFOLIO: WWW.TEBAS.DEV](#)



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.
- Firestore** 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](#)

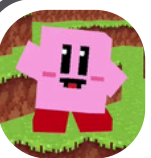


INVICTA: The Next Queen



- 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 Cube³



- 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, extended the engine as **part of a team** of 6 people to develop a cooperative **Pikmin-style game**. Developed features such as animation blending and an **interactive grass system** affected by **wind** and **player footsteps**, using **compute shaders**.

Jan. 2025 - May. 2025 [Links:](#) [DevLog](#)

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

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.