



# Victor Rivas

UNREAL ENGINE DEVELOPER

## EMAIL

vic.rivasperez@gmail.com

## PHONE

+34 722 34 92 47

## LOCATION

Las Palmas, Spain

Open to Remote & Relocation

## PORTFOLIO

vicvasper.github.io/README

## GITHUB

github.com/vicvasper

## LINKEDIN

linkedin.com/in/victorrivasperez

## TECH STACK

### CORE ENGINE

C++    Blueprints    UE5.x    UE4    Live Link

### SYSTEMS & ARCHITECTURE

Gameplay Systems    Multiplayer / Replication  
VR (Meta Quest 3)    Procedural Generation  
Physics Simulation    AI / ML Integration

### EDITOR & TOOLING

Editor Plugins    Slate UI    Profiling & Optimization  
Mocap Pipelines

### Pipeline & DevOps

Git    GitHub Actions / CI    Visual Studio  
RenderDoc

### ADDITIONAL

Python    C#    NNE / DirectML    MediaPipe  
Blender    Maya

### ★ RECOGNITION

PlayStation Talents Finalist, Best Narrative (Azra, 2021). VR project for Tourism of Gran Canaria featured in official press.

**Unreal Engine Developer** with **5+ years** building gameplay systems, editor tooling, and technical pipelines in **C++** and **Blueprints**. Specialized in **editor plugins** (Slate UI), real-time **motion capture** integration (Live Link, NNE), **VR development** (Meta Quest, hand-tracking), **multiplayer replication**, and **performance optimization** for PC and console targets. Shipped a **VR product for a government tourism board**, led engineering at my own studio with a title on **Steam**, and delivered a **PlayStation Talents** finalist. I build the tools and systems that let teams iterate faster.

## PROFESSIONAL EXPERIENCE

### ● Founder & Lead Programmer

2022 – PRESENT

The Boltage Studio — Remote

- **Amper (in production)**: Leading all gameplay programming for indie title featured in DeVuego; architecting core systems, content pipelines, and build automation.
- **Noah and the Cosmic Cleanup**: Gameplay and tooling lead for character systems. Title listed on Steam.
- **Team leadership**: Established CI/CD via GitHub Actions, code review processes, and sprint-based delivery for a distributed team.

### ● Unreal Engine Developer

MAR 2025 – DEC 2025

Salascala / TheWiseDreams — Gran Canaria (Hybrid)

- **GastroGranca (VR, shipped)**: Developed 4 VR cooking games for Meta Quest with full hand-tracking interaction. Project commissioned by Tourism of Gran Canaria and **featured in official press**. Focused on modularity and performance for immersive VR.
- **Mocap Pipeline (C++)**: Built end-to-end capture and retarget integration using Quest 3 and webcam inputs via Live Link. Integrated NNE with DirectML GPU backend for runtime AI pose inference.
- **Multiplayer**: Implemented client-server replication flows for character interactions, synced physics, and networked animation state.
- **Editor tooling**: Delivered Slate-based utilities that removed manual steps for animation and QA workflows.

### ● Gameplay Programmer

2024

Selene Games — Madrid (Remote)

- **Vehicle system**: Developed spline-based driving with tunable acceleration, braking curves, and realistic drift physics.
- **Streaming & stability**: Improved level streaming performance and resolved build-stability issues.

### ● Lead Programmer

2021 – 2022

Team Panda — Azra

- **Azra**: Architected controller input, combat, and character systems for the UE4 build; project nominated **PlayStation Talents 2021 Best Narrative**.
- **Console optimization**: Profiling and performance passes targeting PS4, reducing draw calls and memory footprint.

## FEATURED PROJECTS & OPEN SOURCE

### Kinemotion Mocap

C++ / NNE / LIVE LINK

Real-time monocular mocap plugin for UE5.3+. Runs AI pose inference via NNE (DirectML GPU), decodes 133 keypoints into a 19-bone skeleton, streams through a custom Live Link source with auto-calibration, anti-jitter filtering, and multiplayer support. [GitHub](#)

## LANGUAGES

SPANISH

Native

GALICIAN

CELGA IV (Fluent)

ENGLISH

B2 (Professional Working Proficiency)

## KEY STRENGTHS

Engine Source Reading

Console Shipping (PS4)

VR Development

Team Leadership

Cross-Discipline

Agile / Scrum

## ★ STUDIO

Founder, The Boltage Studio. Title on Steam (Noah and the Cosmic Cleanup). Amper in DeVuego.

## ★ CURRENT R&D

Building FinePOSE-based real-time 3D pose estimation pipeline (PyTorch + MediaPipe + RTMPose + CLIP) with UE5 socket integration for next-gen motion capture.

## MORE PROJECTS

### Optilogger Plugin

C++ / SLATE / PROFILING

Editor profiling plugin (1,100+ lines analysis, 865 lines Slate UI) scanning meshes, textures, materials, animations, audio, lighting, and post-process. Memory estimation, shader instruction counting, frustum culling, and JSON export. ★6 stars. [GitHub](#)

### SmartFolders Plugin

PYTHON / C++ / EDITOR

Rule-driven asset organizer for Content Browser. Dual modes (type-based + intelligent name-grouping), Epic-recommended presets, full undo, batch operations. Reduces manual organization by ~70%. ★4 stars. [GitHub](#)

### Paint System

C++ / RENDER TARGET / MATERIALS

Runtime vertex-color painting for Static and Skeletal Meshes. Per-channel RGBA, configurable fade, GPU-batched updates, and Blueprint API. ★5 stars. [GitHub](#)

### Procedural Animated System

C++ / SPLINE / PCG

Environment-aware procedural generator. Line-traces terrain to spawn spline bridges, zigzag wall ladders, or stepped ramps based on surface normals. Animation-ready with runtime spawning. [GitHub](#)

### Time Control Mechanic

C++ / PHYSICS / GAMEPLAY

Per-object time manipulation: fast-forward, rewind, and freeze. Captures and restores full physics state per actor for granular temporal control. [GitHub](#)

## EDUCATION & TRAINING

### Game Development Course, Unreal Engine 5 (C++ & Blueprints)

EOI — Escuela de Organización Industrial

SEP — OCT 2023

### Master in Digital Animation & VFX

Voxel School — Madrid

OCT 2021 — JUL 2022

### Advanced Vocational Degree: 3D Animation, Games & Interactive Environments

EISV — Escuela de Imagen y Sonido de Vigo

SEP 2019 — JUL 2021