



# Victor Rivas

UNREAL ENGINE DEVELOPER

EMAIL

vic.rivasperez@gmail.com

PHONE

+34 722 34 92 47

LOCATION

Las Palmas, Spain

Remote Available

GITHUB

github.com/vicvasper

LINKEDIN

linkedin.com/in/victorrivasperez

TECH STACK

CORE ENGINE

C++

Blueprints

UE5.x

UE4

SPECIALIZATIONS

Editor Plugins

Mocap Integration

Gameplay Systems

Multiplayer

Profiling

Optimization

PIPELINE & TOOLS

Git

GitHub Actions

Visual Studio

Blender

Maya

RenderDoc

ADDITIONAL

Python

C#

Slate UI

MediaPipe

**Unreal Engine Developer** with 5+ years building gameplay systems, editor tooling, and technical pipelines. Focused on **C++**, **Blueprints**, and **editor plugins** that unblock teams: real-time **motion capture** integration, **profiling & optimization**, and workflows that keep art/design iteration smooth.

Shipped indie titles and PlayStation Talents-nominated project. Build tools that make teams iterate faster.

## PROFESSIONAL EXPERIENCE

### Unreal Engine Developer

2024 – PRESENT

Salascale / TheWiseDreams — Gran Canaria (Hybrid)

- Mocap pipeline:** Built capture → retarget → real-time editor integration using Quest 3 and webcams for VR handtracking/full-body.
- AI pose models:** Integrated and tested multiple AI models in Unreal for reliable capture.
- Multiplayer:** Implemented client-server flows for character interactions and synced physics.
- Editor tools:** Delivered utilities cutting manual steps for animation, design, and QA.

### Gameplay Programmer

2024

Selene Games — Madrid

- Vehicle system:** Developed spline-based driving with tunable acceleration/braking for realistic drift.

### Unreal Engine Developer

2021 – 2022

Team Panda — Azra

- Azra (UE build):** Developed controller/combat systems; project nominated for PlayStation Talents 2021 Best Narrative.
- Console:** Executed performance passes for PS4 targets.

LANGUAGES

SPANISH

Native

GALICIAN

CELGA IV (Fluent)

ENGLISH

B1 (Technical Proficient)

★ ACHIEVEMENT

PlayStation Talents Finalist — Best Narrative (Azra, 2021)

FEATURED PROJECTS & TOOLS

Kinemotion Mocap System

C++ / MEDIAPIPE / BP

Real-time full-body pose from webcam → skeletal mesh via custom AnimBP nodes. Replication support for VR/remote review. **GitHub**. Accelerates mocap prototyping.

Optilogger Plugin

C++ / SLATE

UE Editor profiling: overdraw, textures, shaders, animation. Generates optimization reports and one-click fixes. **GitHub**. Cuts iteration time on heavy scenes.

Amper

UNREAL / INDIE

Shipped indie title (**The Boltage Studio**). Lead programmer: core gameplay, tools, release pipeline on PC. **Presskit**. Delivered end-to-end from prototype to launch.

Noah and the Cosmic Cleanup

UNREAL / IN PRODUCTION

Upcoming title (next 3 months). Gameplay and tooling lead for character systems and content iteration. **Steam page**. Launching Q1.

About

UNREAL / SOLO

Solo narrative prototype (Itch). Procedural animation (Niagara tentacles, spider rig), basic AI, spline encounters. Demonstrates range in AI, Niagara, procedural systems. **View on Itch.io**

EDUCATION & TRAINING

Advanced Degree in Unreal Engine 5 (C++ & Blueprints)

EOI — Escuela de Organización Industrial  
2024 – 2025

Game Development Degree (UE5 Specialization)

EOI — Escuela de Organización Industrial  
2023 – 2024

Master in Digital Animation & VFX

Voxel School  
2021 – 2022