Victor Rivas

UNREAL ENGINE DEVELOPER

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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
2024 — 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**

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