



Victor Rivas

UNREAL ENGINE DEVELOPER

EMAIL

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PHONE

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LOCATION

Las Palmas, Spain

Remote Available

GITHUB

github.com/vicvasper

LINKEDIN

linkedin.com/in/victorriavasperez

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

Salascala / 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.

SPANISH

Native

GALICIAN

CELGA IV (Fluent)

ENGLISH

B1 (Technical Proficient)

★ ACHIEVEMENT

PlayStation Talents Finalist — Best Narrative (Azra, 2021)

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