



Xabier Ugarte Amundarain

Game Programmer

CONTACT

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Madrid - Donostia/San Sebastián
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LANGUAGES

SPANISH

Native level

BASQUE

Native level

ENGLISH

B2 First Certificate in English

MY SKILLS:

- Well founded experience with **Unity** and **C#**
- Competence with **Unreal Engine 4** and **C++**
- Worked with JavaScript and HTML5
- Worked with implementation of Machine Learning (Reinforcement learning) in Unity
- Experience with software for development and version control like **Perforce** and **Git**
- Grounded knowledge about Pathfinding algorithms as A* algorithm

PORTFOLIO

Portfolio personal:

<https://xugarteamundarain.github.io/>

Linkedin:

<https://www.linkedin.com/in/xabier-ugarte-amundarain/>

itch.io:

<https://xa2bax.itch.io/>

WORK EXPERIENCE

Unreal Engine C++ Game Programmer (Master's Degree Final Project)

Complex 27th | November 2020 - Present

- Gameplay Programmer in **Unreal Engine 4** using **C++**
- Responsible of translating Design Team's ideas to code
- Working with **physics and collisions**
- Developing most of the **camara** work
- Working alongside 25 people specialized in Design, Art(2D&3D) and Marketing/Production

Unity Mobile Game Programmer - Internship

5th Element Gaming | April 2021 - Present

- **Unity** programmer using **C#**
- Game development focused on **mobile games**
- Game development with **Drag&Drop** features

Web Programmer - Internship

Inetum | July 2019 - November 2019

- Worked as full-stack web programmer developing an internal application
- Worked with Spring Framework and Android Studio

EDUCATION

Master's Degree in Game Programming

Complutense University of Madrid | 2020 - Present

Degree in Computer Science

University of the Basque Country | 2016 - 2020

OTHER INTERESTS

- Basic edition skills in Adobe Photoshop and Sony Vegas
- I have a small Spanish gaming blog
- Interested in Project Management and Cybersecurity
- I have worked in Natural language processing with Python and Google Colab