

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 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 Github
- Grounded knowledge about Pathfinding algorithms as A* algorithm

CONTACT

+34 671 233 183

Madrid - Donostia/San Sebastián xugarteamundarain@gmail.com

PORTFOLIO

Personal portfolio:

https://xugarteamundarain.github.io/ Linkedin:

https://www.linkedin.com/in/xabier-ugarte-amundarain-0b55521ba/

itch.io:

https://xa2bax.itch.io/

Xabier Ugarte Amundarain

Game Programmer

WHO AM I?

I am a junior game programmer with a big desire to enter the industry. I consider myself a fast-learner person and I am interested in any form of games, from mobile games to triple As.

WORK EXPERIENCE

Game Programmer (Master's Degree Final Project)

Complex 27th | November 2020 - Present

- Gameplay Programmer in Unreal Engine 4 using C++
- Responsable of translating Design Team's ideas to code
- · In charge of optimizing and stabilizing the game
- · Working with physics and collisions
- Application of Artificial Intelligence
- Developing all camara work
- Working together with more than 25 people specialized in Design, Art(2D&3D) and Marketing/Production

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