

OSCAR PÉREZ

VIDEOGAME PROGRAMMER

FEATURED PROJECTS

"THE MANDALORIAN: ASHES OF THE EMPIRE"

3D Fast Paced Rogue-Lite

"AETHERIUS"

Real-time Volumetric Cloud Generation Tool for Unity

"PHOEBUS ENGINE"

Self Made 3D Game Engine

"HEARTS OF GREED"

2D Isometric RTS from scratch

SKILLS

PROGRAMMING LANGUAGES

- 3+ years of experience in **C++ / C#**
- Worked with **C, GLSL & HLSL**
- Basic **HTML** knowledge

SOFTWARE

- Comfortable using **Visual Studio, Unity, Photoshop, Blender**
- Experience with **Unreal Engine, Github, Unity Collaborate, Hack&Plan, Trello**
- Basic knowledge of **Maya, 3ds Max, Wwise, Brofiler, Houdini**

Worked with:

OpenGL, Glew, SDL, Bullet3D, Box2D, Vuforia, ImGui, Assimp, Devll...

OTHER

- 3+ years of experience working with **Comercial & Custom Engines**
- Experience working in teams with **Agile Workflows**
- Basic knowledge of **Game Design & UX**
- Basic knowledge of **3D Modeling, Art & Animation pipelines**

EDUCATION & TRAINING

BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT

UPC - CITM (2018 - 2022)



ABOUT ME

Hi, I'm a 21yo videogame lover interested in:

Gameplay, Engine, Tools & Graphics Programming.

LANGUAGES

Spanish (Mother tongue)

Catalan (Mother tongue)

English (Advanced - C2 level)

HOBBIES & INTERESTS

- Volleyball
- Tabletop RPGs as Player & DM
- Astronomy, physics, rocketry
- Trying out new things

CONTACT

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Check out [My Portfolio](#)

