DIEGO
RAMOS NEBOT
Game Programmer

CONTACT ME

📞 +34 619 694 023

✉ egomosbot@gmail.com

🖥 Portfolio

📍 Madrid, Spain

LANGUAGES

- Spanish | Native
- Catalan | Native
- English | B2
- Japanese | Basic

SKILLS

- Unreal Engine and Unity experience
- Experience programming in several languages
- Previous usage of Perforce and Git
- Worked with Jira, Trello and HacknPlan
- Acquainted with Agile Methodologies
- Usage of Visual Studio and Visual Studio Code
- Familiarity with Jenkins
- Blender skills
- Great teamworker and communicator
- Creative, pro-active and fast-learner

WORK EXPERIENCE

Game Programmer
Raging Games - Shuvani   July 2023 - Present
- Integrated into an ongoing project, adeptly adapting to new team dynamics
- Developed new AI components and enhanced existing ones
- Code debugging and optimization

Game Programmer - Master's Project
Atabey Creations - Little Keepers   Jan 2023 - July 2023
- Developed an AI companion for a seamless single-player experience
- Developed core game mechanics
- Collaborated within a multidisciplinary team consisting of production, design, concept art, 3D modeling, animation, and audio departments
- Game demo release on Steam

EDUCATION

Master's Degree in Game Development
Complutense University of Madrid   Oct 2022 - Sept 2023
- Member of the programming department
- Technical skills acquired: Unreal Engine, C++, Blueprints, Perforce

Bachelor's Degree in Computer Science
Technical University of Valencia   Sept 2018 - July 2022
- Key courses: 2D & 3D Video Game Development, Video Game Animation and Design, Architecture and Development Environments for Consoles...
- Technical skills acquired: C#, C++, Java, JavaScript, Python, SQL

Bachelor's Thesis
"PAWN" Video Game. Implementation of artificial intelligence and animations
- Game developed by a team of three students
- Published on Itch.io
- Technical skills acquired: Unity3D, C#, GitHub, Blender

OTHER PROJECTS

Mario Kart In OpenGL
- Developed a game using OpenGL with the support of Freeglut. Video
- Programmed in C++

Tower Defense For The 3DS
- Developed a game using the devkitPro SDK and the citro2d library. Video
- Programmed in C