



SERGIO FERRERAS

GAME PROGRAMMER

OBJECTIVE

Develop myself in a professional environment on topics related to the programming and technical direction of a video game.

SKILLS

- Programming in C#, C++, C, Java and Python
- Extensive knowledge of Unity
- Medium proficiency in Unreal Engine

SOFT SKILLS

- Good teamwork
- Ease at learning and adaptability
- Punctuality and responsibility

CONTACT INFO

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EDUCATION

Degree in Game Design & Development

Jaume I University (Castellón de la Plana, 2021)

University degree focused on the development of video games where, inter alia, I was part of a research group on Machine Learning with which we got the second place in "Strategy Card Game AI Competition" and I got an excellent grade on my end-of-degree project.

Among my honors I highlight artificial intelligence, algorithms and data structures.

ESO / Bachillerato

Santísima Trinidad HighSchool (Salamanca, 2017)

Secondary and post-secondary education with a focus on technology and science.

EXPERIENCE

Gameplay Programmer & QA Tester

Catness Game Studios (Castellón de la Plana, 2021)

Internship contract with Catness Game Studios where I worked mainly in the development of an unreleased online multiplayer game in Unreal Engine 4, and also performed some basic tester tasks.

AI Programmer

WeDoGames Studio (Castellón de la Plana, 2021)

My role mainly focused on creating the pathfinding system for the enemies as well as everything related to the AI of each class (A*, FSM, etc).

PROJECTS

Link to my portfolio

<https://sergiopucela.github.io>

Link to my GitHub profile

<https://github.com/SergioPucela>