

# Xabier Ugarte Amundarain

## Game Programmer

### WHO AM I?

I am a **junior game programmer** with experience in Optimization, AI, Gameplay (physics and collisions) and Camera work.

I consider myself an up-to-date person, specially when it comes to the game development industry. I am interested in all types of videogame development, from mobile games to triple As.

### CONTACT

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Madrid - Donostia/San Sebastián (Spain)  
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### LANGUAGES

#### SPANISH

Native level

#### BASQUE

Native level

#### ENGLISH

B2 First Certificate in English

### GAME-DEV SKILLS:

- **Unreal Engine 4** and **C++** (<1 year)
- **Unity** and **C#** (2 years)
- JavaScript and HTML5 in a professional environment
- Development and version control software: **Perforce** and **GitHub**
- Automation server: **Jenkins**

### OTHER USEFUL SKILLS:

- Research and implementation of Machine Learning (Reinforcement learning) in Unity as a Final Bachelor's Degree Assignment
- Natural language processing with Python and Google Colab
- AI student background: CLIPS (rules and facts) and FIPA (Multi-Agent tool)

### PORTFOLIO

Personal portfolio:

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

Linkedin:

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

itch.io:

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

### PROFESSIONAL EXPERIENCE

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

Complex 27th | November 2020 - Present

- Gameplay Programmer in **Unreal Engine 4** using **C++**
- **Optimization and Profiling monitoring**
- **Physics and collisions**
- **Camera implementation**
- **AI (Behaviour Trees)**
- Development from scratch alongside 25 people specialized in Design, Art(2D&3D) and Marketing/Production

#### Unity Mobile Game Programmer - Internship

5th Element Gaming | April 2021 - July 2021

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

#### Web Programmer - Internship

Inetum | July 2019 - November 2019

- **Full-stack web programmer** developing an internal application
- **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

- I am experienced with basic edition skills in Adobe Photoshop and Sony Vegas
- I have a small Spanish gaming blog (<https://klim8.wordpress.com/>)
- I am interested in Project Management