

CARLOS CAZ PRETUS

Junior Game Programmer

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- Madrid, Spain

Programming knowledge

- C++ - Intermediate
- C - Intermediate
- C# - Intermediate
- Unreal Engine - Intermediate
- Unity - Intermediate
- OpenGL- Intermediate
- Version control: Git

Languages

- Spanish Native
- English B2, TOEIC-certified

Certifications

- [Electronic Arts - Software Engineering Job Simulation](#)
- [AWS Certified Solutions Architect - Associate](#)
- [AWS Certified SysOps Administrator - Associate](#)

Soft Skills

- Responsibility
- Ability to work in a team
- Dedication
- Creativity
- Problem solving

Other Data

- Open to relocation

About me

C++ developer and game programmer with background in programming and cloud technologies.

I like to find new challenges that allow me to grow personally and professionally.



C++ Projects

DUSTY (Master's Degree Project) Unreal Engine 5

<https://store.steampowered.com/app/3174280/Dusty/>

- Third Person adventure game made in Unreal Engine 5
- I worked in Dusty as a member of the studio El Palo Games as a physics and gameplay programmer.
- My tasks in Dusty were :
 - Programming various physics systems
 - Programming gameplay mechanics
 - Design and programming audio

SUPER-PANAS Unity

<https://superpanas.itch.io/super-panas>

- Local cooperative platform game made in a game jam of 24 hours

3D Engine with OpenGL & C++

<https://carloscazgamedev.com/pixelgl>

- Game Engine integrated with ImGui
- Entity Component System



Work Experience

2024

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Nettaro

IT Consultant

- Development of monitoring solutions with the Dynatrace tool

2020

-

2024

Apptiva Core Technologies

IT Consultant

- Development of an ETL tool for HOLCIM EMEA to track transport routes in real time.
- Development in AWS of a solution for the UOC University with Systems Manager for the management and administration of groups of EC2 instances.



Education

2023

-

2024

MASTER'S DEGREE IN VIDEO GAME PROGRAMMING

U-TAD

2020

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2022

HND-CREATIVE MEDIA PRODUCTION 3D ANIMATION & GAME DESIGN

CEV