CARLOS CAZ PRETUS

Junior Game Programmer

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🖥️ www.carloscazgamedev.com

📍 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
- Palo Alto Networks Hardware Firewall
- AWS Certified Solutions Architect - 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++ & Game Projects

DUSTY 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, gameplay programmer and audio programmer.

Arkanoid C++ & OpenGL

https://carloscazgamedev.com/arkanoid
- Classic Arkanoid game developed with C++ and OpenGL in 30 hours

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

The Last Secret Of Atlantis Unity

https://carloscazgamedev.com/the-last-secret-of-atlantis
- Third Person adventure game made in Unity
- I worked in the development as main programmer

💼 Work Experience

2024 –

Nettaro
IT Consultant
- Development of monitoring solutions with the Dynatrace tool
- Development of cibersecurity solutions with Palo Alto Networks services

2024

El Palo Games
Game Programmer
- I worked as a member of the El Palo Games studio in the development of the game Dusty as a physics, gameplay and audio programmer.

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 of EC2 instances.

📖 Education

2023 - 2024

MASTER'S DEGREE IN VIDEO GAME PROGRAMMING
U-TAD

2020 - 2022

HND-CREATIVE MEDIA PRODUCTION 3D ANIMATION & GAME DESIGN
CEV