

Ignacio Sempere

Software Engineer

Gameplay/graphics engine programmer specialized in **C++** with four years of programming education. Always looking for new opportunities to showcase my skills and expand my knowledge.

WORK EXPERIENCE

Watermill Videogames Studio

Gameplay Programmer - *Valencia, ES* | Sep 2023 - Jul 2024

- Game development with UE5 using C++ and Perforce
- Made UI, menus flow, audio system and player animations
- Published game on [Steam](#)

Multiscan Technologies S.L.

Database Manager - *Alcoy, ES* | Mar 2021 - Aug 2021

- Database management with MySQL
- Data engineering with database queries, Excel and Power BI
- Web maintenance with PHP and JavaScript

Multiscan Technologies S.L.

Trainee - *Alcoy, ES* | Nov 2020 - Feb 2021

- Web Frontend with HTML5 and CSS3
- Web backend with PHP and JavaScript

RELEVANT PROJECTS

- **EVE:** Graphic engine developed with C++ and OpenGL
- **Low Batt:** Top-down bullet-hell shooter game demo developed with UE5 and published on [Steam](#)
- **XPerimental Engine:** PlayStation 5 graphic engine developed with C++ and PSSL
- **Toy Adventure:** Cross-platform adventure game demo developed with C++ in a custom graphic engine

AWARDS

- **Low Batt:** Finalist on the *Best Hobby Game* category on the [GDWC 2024 Winter](#) edition

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EDUCATION

BSc in Computer Science for Games

Sheffield Hallam University

Sheffield, UK | 2024 - 2025

HND in Game Programming

ESAT

Valencia, ES | 2021 - 2024

SKILLS

C, C#, C++
Unity, Unreal Engine 5
Git, GitHub, Perforce
OpenGL, GLSL
DirectX 11, HLSL
PlayStation 5, PSSL
Game Design, Level Design
HTML5, CSS3
JavaScript
Python
MySQL, MariaDB, PostgreSQL
Microsoft Excel
Microsoft Power BI

LANGUAGES

Spanish (Native)
Catalan (Native)
English (IELTS 6.5 - 2024)