



Aaron Samaniego Diaz

blyron.github.io

Phone: +34 650 222 863

E-Mail: samaniegoaaron112@gmail.com

Portfolio: blyron.github.io

LinkedIn: <https://www.linkedin.com/in/aaron-samaniego-diaz/>

Profile:

Motivated coder with special interest in developing games and physics related applications or systems in **UE4** using **C++**. I always look for work with a team, because I want to learn from my mates and help them as much as I can, always looking for the most optimal result for my mates.

I developed a game called Old Town Stories in which I participate as a Core Programmer and Debugger, during my last year on ESAT. It have been published on Steam

Skills:

Programming Languages:

- C++ , C, GLSL, ARM Assembly, Python, Lua, Java.

Computer Graphics

- OpenGL 3.X

Game Engines:

- Unreal Engine 4 & Unity

Unity3D Source Control Software

- Perforce & Git

Debugging Software

- Valgrind, RenderDoc & Visual Studio

Languages

- English: Professional Proficiency, Spanish: Native Proficiency, Basque: Native Proficiency

Achievements

Old Town Stories:

During the 2018- 2019 course I have been in the Deer Captain team, where I take part on the development of Old Town Stories which is a VR Shooter. It was published on steam on December of 2019

[Bassmaster 2022:](#)

I participated in the development of Bassmaster 2022 as a Junior programmer dealing with different aspects. Initially I was expected to work as a gameplay junior programmer, but I finally did a little bit of everything. UI, Gameplay, AI or Physics.



Studies:

Escuela Superior de Arte y Tecnología (ESAT)

October 2016 - July 2019

HND Computing & Systems Development

Graduated with Distinction.

Project Design, Implementation & Evaluation - Distinction

Procedural Programming	- Distinction
Programming in Java	- Distinction
Data Structures & Algorithms	- Distinction
Maths for Software Development	- Distinction



Sheffield Hallam University

September 2019 - June 2020

BSCs Computer Science for Games Graduated with First

Final Year Project	- Upper Second
3D Games Prototyping	- First
Effective C++	- First
Real Time 3D Techniques for Games	- First



Professional Experience

Dovetail Games as Junior Programmer

September 2020 – May 2022

In September of 2020 I joined Dovetail Games as Junior programmer for the fishing product team. I worked on different aspects of the product. From AI, implementing features which are not totally implemented ingame and helping with fish behaviours. Multiplayer, helping with gamemodes flow. Gameplay related to Physics for snagging mechanics.



CVC Barcelona as Software Engineer

June 2022 – Current

In June of 2022 I joined CVC Barcelona as Software Engineer looking for knowledge in physics and simulations joining CARLA project.

Miscellaneous

- B2 Driver License
- Own car available