



Aaron Samaniego Diaz

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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 has been published on Steam. I have experience developing simulator in my professional experience

Skills:

Programming Languages:

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

Computer Graphics

- OpenGL 3.X

Game Engines:

- Unreal Engine

Source Control Software:

- Git & Perforce

Debugging Software

- Visual Studio

Languages:

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

Miscellaneous

- B2 Driver License
- Own car available

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.

CARLA Simulator as Software Engineer

June 2022 – October 2023



In June of 2022 I joined CVC Barcelona as Software Engineer looking for knowledge in physics and simulations joining CARLA Simulator. I had developed a real time mesh deformation system based on a provided Neural Network. I have been working on a tool for a UE Map generation from osm file. Creating procedurally roads deforming those and adding buildings and props to the map generation

CARLA Simulator as Technical Lead

October 2023 – Current

I got a new position inside CARLA. I have been helping new members of the team get familiar with code by supporting them and managing their tasks. Moreover, doing Code Reviews. I have been dealing with features such as file importers, tools development and low level features, including the migration of CARLA from UE4 to UE5.5. Additionally I have been assigned to different project non related with our main products and very different dev environments collaborating with other enterprises,

Education:

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

