

IMANOL SAENZ

Azkoitia, Spain · saenzag.imanol@gmail.com

TECHNICAL SKILLS

Game Engines: Unreal Engine, Unity, Proprietary Engines

Languages: C, C++, C#, Lua, Python, Blueprints

Software: Visual Studio, Perforce, Git, Jira, Confluence

APIs: STL, OpenGL, DirectX, HLSL, GLSL

WORK EXPERIENCE

Gameplay Programmer | Horsham, UK

Creative Assembly (Total War: Warhammer III and one unreleased project) 2022-24

- Joined the Campaign team for Total War: Warhammer III DLC
- Worked on the Battle Team for the DLC team, implementing new features and characters for multiple dlcs
- Developed multiple new features for an unreleased project

Junior Programmer | Derby, UK

Bulkhead Interactive (Battalion 1944, Killrun) 2019-22

- Ported Battalion 1944 (now Battalion Legacy) to PlayStation and Xbox consoles, focusing on performance
- Designed and developed character movement and other gameplay features for the game Killrun

EDUCATION

ESAT | Valencia, Spain 2015-2018

Higher National Diploma:

Computing and Systems Development

Sheffield Hallam University | Sheffield, UK 2018 - 2019

Bachelor of Science: Computer Science for Games – Honours

PROJECTS

- **3D Game Engine Development (ESAT):** Designed and co-developed a fully functional 3d game engine using OpenGL, focusing on rendering and physics
- **Published Game on Steam (ESAT):** Developed and released a third-person adventure-puzzle game on Steam
- **Rapid Game Prototyping (Sheffield):** Designed and co-developed a game in a tight schedule using Unreal Engine 4 and published it on Itch.io