



SKILLS

- C++
- C
- C#
- GLSL
- OpenGL
- Visual Studio
- Unreal Engine 4
- Unity
- Git
- Mercurial
- 3DS Max
- Trello
- Slack
- Driving License

EDUCATION

- DigiPen Institute of Technology – Bilbao

2017 – 2021

BS in Computer Science in Real-Time Interactive Simulation.

RELEVANT PERSONAL PROJECTS

- 3D Animation Framework

Skeletal Animation & Skinning, Animation Blending, Motion Control along Curve (Bezier, Hermite, Catmull), Inverse Kinematics Solver (CCD/FABRIK), Verlet Particle System.

- 2D AI Dynamic Pathfinding with Terrain Analysis

State Machines, Pathfinding, Terrain Analysis, Behavior Trees.

- 3D Spatial Partitioning Framework

Bounding Volumes (Hierarchy), Octrees, KD Trees, GJK.

- 2D Procedural Dungeon Generation

N-Trees, Prim's Algorithm.

- Lost for Words – Gameplay Programmer & Designer

Unreal Engine 4

2D Player vs. Player Couch Arcade

WORK EXPERIENCE

- DigiPen Institute of Technology Project FUN Summer Workshop

2019

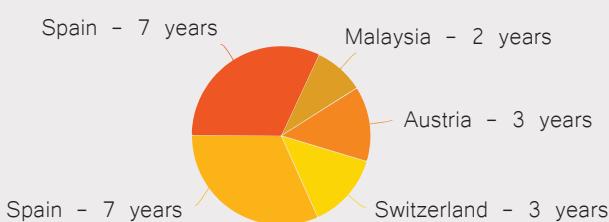
Instructor

- Freelance

2020

Mathematics Student Highschool/Graduate Tutor

COUNTRIES OF RESIDENCE



Mungia, Spain

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Portfolio

Code Samples



IÑAKI AROSTEGUI

Video Game Programmer

GAME PROJECTS

- Eyes of Minerva – Gameplay Programmer, Designer & Producer

2020 – 2021

Unreal Engine 4

3D First Person Stealth Puzzle Shooter
All player controller, features and HUD
Level streaming
Team management and production

- Project Orion – Gameplay & Engine Programmer & Designer

2019 – 2020

Custom C++ Engine

3D Third Person Spaceship Arcade Shooter
Player and enemy ship controller and features
Player predictive aiming assist
Developed a level event manager
Component based 3D engine from scratch in C++

- SkyWolf – Gameplay Programmer & Designer

2018 – 2019

Custom C++ Engine

2D Vehicle Action Adventure Side-Scroller
Player and ship controller and features
Enemy logic and pathfinding
Component based 2D engine from scratch in C++

- Lawn of the Dead – Gameplay Programmer & Designer

2018

Custom C++ Engine

2D Player vs. Player Real-Time Strategy
General gameplay development

- Poke Off – Gameplay Programmer & Designer

2017

DigiPen Zero Engine

2D Player vs. Player Fighting Platformer
General gameplay development

*Greatly involved in feature and level design of all the above.

AWARDS

- Gamelab Barcelona

2019

Finalist Best Student Video Game

- Fun & Serious Game Festival

2019

Finalist Best Basque Video Game

- Ludicious Game Festival

2020

Emerging Talent Award Nomination

LANGUAGES

English

Spanish

German

French

Basque

Native

Native

Intermediate

Elementary

Elementary