



Mungia, Spain

(+34)672 644 000

inakiarostegui98@gmail.com

Portfolio

Code Samples



IÑAKI AROSTEGUI

Video Game Programmer

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

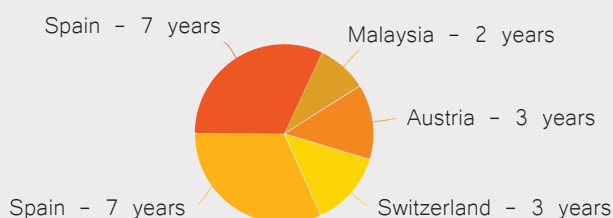
Instructor

● Freelance

2020

Mathematics Student Highschool/Graduate Tutor

COUNTRIES OF RESIDENCE



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

● Ludicrous Game Festival

2020

Emerging Talent Award Nomination

LANGUAGES

English	Native
Spanish	Native
German	Intermediate
French	Elementary
Basque	Elementary