HERMES
MUÑOZ ROMERO

GAME PROGRAMMER

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I started my professional career oriented to web programming and later at multiplatform application programming but, feeling unsatisfied with what I was doing, I decided to get into video games, where I was fascinated by everything around games development.

I've been in video games for **+7 years** developing indie and AAA games. I love everything around the video game industry. What I like the most is the challenges that this industry offers.

SKILLS:

- C++, C
- Unreal Engine 4 and 5.
- Perforce.
- C#, Java, PHP, JS, HTML, CSS

QUALITIES:

- Self-learner.
- Teamwork.
- Communication.
- Challenge seeker.
- Leadership.
- Problem solving.
- Time management.

LANGUAGES:

- English: Fluent (IELTS Good User)
- Spanish: Native language.

EXPERIENCE

SUPERMASSIVE GAMES (Nov 2023 - present)   ADVANCED PROGRAMMER
Working on Gameplay/Generalist programming tasks on unannounced projects.

SUPERMASSIVE GAMES (Aug 2021 - Nov 2023)   GAME PROGRAMMER
I have worked in different programming areas in projects like *House Of Ashes*, *The Devil In Me*, *Switchback VR* and others.

FAKTO STUDIOS (May 2018 – Jul 2021)   MAIN GAME PROGRAMMER
PC: *MERKS* (Cancelled)
As main and only programmer for a long time, developed most of the programming tasks, supervising the work of other programmers and supporting technical design.

U-TAD   TA & PROGRAMMING SUPERVISOR
2018 – 2020 Game Gesign Master's Degree TA
Introduction to Programming:
First steps using C# and Visual Studio, students make text games and learn to communicate with programmers.
Introduction to Scripting:
First steps using Blueprints in Unreal Engine 4. The students apply their programming knowledge in a real engine and make their first mini games.
2017 – 2020 Videogame Master's Projects
Supporting the students and helping them develop their final project games by providing consultancy and tutorial in every aspect of programming with Unreal Engine and C++, with focus on solid code architecture development and scalability.

RAISER GAMES (Jun 2018)   CONSOLE DEVELOPMENT ADVISOR
PS4, Xbox One and Nintendo Switch: *Out of the Box*.
Ensuring that the project meets the requirements to be published on PS4 (TRCs), XBox One (XRs) and Nintendo Switch (Guidelines), also documenting all the process.

DNA SOFTWORKS (Jan 2016 - May 2018)   PROGRAMMER & PRODUCER
PS4: *Khara The Game*.
In charge of most of the programming tasks like game architecture, gameplay, AI and UI. Also coordinating the team to meet the deadlines and responsible for the PS4 port.

HIBERUS TECNOLOGÍA (Mar 2015 - May 2015)   INTERNSHIP
Assistance on developing webs and apps by managing small tasks and providing support to the development team. Web and app maintenance.

CARTIF (Mar 2014 - May 2014)   INTERN WEB APPLICATION DEVELOPER
Creation, assistance and maintenance of internal web apps for internal notifications and assistance on developing webs providing supporting the development team.

EDUCATION

U-TAD	Master's Degree on Videogame Programming.
IES Julián Marias	Certificate on Higher Education (HNC) on Development of Cross-platform Applications.
IES Galileo	Certificate on Higher Education (HNC) on Development of Web Applications.