

Juan José Gómez Simón

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Experience

C++ Programmer, Catness Game Studios

Jan 2023 – Feb 2025

- Developed a **multi-threaded custom plugin** in **C++** following an **OO design** to implement leaderboard services for any platform. **Reduced the workload from 2 weeks to 3 days**
- Developed a **custom tool** in Unreal Engine using C++ and Slate for advanced LOD editing in batches, achieving a more **customizable and faster workflow** when working with LODs
- Developed a custom tool for Unreal Engine using C++ and Slate to replace dialogue audios with new ones corresponding to their new subtitles, eliminating any manual work and **saving days of work**
- Ported Sea Horizon for **PlayStation** and **Xbox** in 4 months using Unreal Engine by dividing the complex tasks into smaller ones, which allowed the project to be finished **1 month before the deadline**
- Ported Hell of an Office for PlayStation and Switch in 6 months through **teamwork** and tackling new problems, which led to the **creation of new custom plugins**
- Ported Genie Reprise for PlayStation and Xbox in 2 months with **performance optimization** in mind by using Scrum and custom tools in C++, **achieving the target framerate with good graphical quality**

Skills

Programming languages: C, C++, C#, Python, Lua

Technologies: wxWidgets, Dear ImGui, Unreal Slate, EnTT, glm, GLFW, Valgrind, Cmake, premake, Vulkan, PlayStation SDK, Xbox SDK, Switch SDK

Software: Unreal Engine, Unreal Engine Profiling tools, Optick, Perforce Helix Core, TeamCity, RenderDoc

Languages: Spanish, **English**

Projects

Game Engine in C with Vulkan

github.com/GomezJuanJose/VulkanGameEngine

- Programmed a basic version of the first game engine, made from scratch in C with an efficient architecture by applying a **data-oriented** paradigm

Game Engine in C++ with OpenGL

github.com/GomezJuanJose/ModelOne

- Developed a first game engine to learn the basic concepts, programmed a layered architecture and implemented subsystems such as physics, renderer, custom ECS and events in 1 year applying **OO design**

Teselator

github.com/GomezJuanJose/Teselator

- An tool for generate "tiles" assets to implement them directly in DevKitPro applying a OOP paradigm

Games made with Unreal Engine

g-juanjo.itch.io

- Death's Door: A prototype to show all the features of an action-adventure framework developed in C++
- Inari The Forgotten World: Puzzle game that shows AI implementation and a quadrupedal movement system
- Operation Crimson Day: Top down shooter with a wave system, entity manager system and dynamic music system when the difficulty increases

Education

Universidad Jaume I, BS in Game Desing and Development

2023

IES Leonardo Da Vinci, Advanced formation in multiplatform application development

2019