



## Personal profile

Over 10 years of development experience, currently specialized in porting and video game development using C++ and Unreal Engine.

I am a professional specialized in video game development with experience in C++ and Unreal Engine. I have worked in porting and QA across all platforms. Although my main focus is porting, I am seeking opportunities to contribute to game development as a Tools Programmer, Gameplay Programmer, and AI Programmer. I have a particular interest in VR/XR projects.

Web: Mr. Sigsegv - mrsigsegv.com

Complete resume available on  
LinkedIn: [linkedin.com/in/mrsigsegv](https://www.linkedin.com/in/mrsigsegv)

## Skills

Unreal Engine	Expert
Blueprints	Expert
C++	Expert
Perforce	Experienced
Jira	Skilful

## Work experience

Programmer - C++ & Unreal Engine

Catness Game Studios

Aug 2022 - Mar 2025

- Last Days of Lazarus <Darkania Works | GrimTalin/> (PS5 - 2022)
- The Bridge Curse: Road to Salvation <Softstar Entertainment/> (PS4, PS5, Switch, Xbox One, Xbox Series S/X - 2023)
- Xuan-Yuan Sword VII <Softstar Entertainment | DOMO Studio/> (Switch - 2024)
- Metamorphosis VR <Black Sun Productions/> (Steam VR, Meta Quest, and PSVR - 2024)
- What Have You Done, Father? <Darkania Works/> (PS4, PS5, PS5 Pro, Switch, Xbox One, Xbox Series S/X)
- Codesarrollo de juego multijugador local no anunciado  
  
<Saber Interactive | Shiver [Nintendo]/> (PS4, PS5, Switch, Xbox One, Xbox Series S/X)

Programmer - C++ & Unreal Engine

Red Mountain Games

May 2021 - Jul 2022

The Crown of Wu (PC, PS4, PS5, Xbox One, Xbox Series S/X)

- Developed AI for main bosses and new enemies, enhancing behavior and challenge.
- Implemented gameplay mechanics and combat system.
- Performed QA testing and debugging across platforms.
- Optimized performance for PC and all platforms.

## Education

Video Game Development Expert – CEDV

Video Game Development and Programming

Higher School of Computer Science - ESI

Sep 2016 - Jun 2017

Advanced Vocational Training (FP II)

Higher Technician in Software Application Development

I.E.S. Juan Bosco

Sep 2007 - Jun 2009

High School Diploma (equivalent to A-Levels)

Science and Technology Track

I.E.S. Juan Bosco

Sep 2004 - Jun 2006