



CARLOS PEÑA

SOFTWARE PROGRAMMER

CONTACT

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EDUCATION

UPC - CITM University

- Bachelor of Game Design and Development
- 2017 - 2021

SKILLS

LANGUAGES

- C/C++
- Python
- GLSL
- HLSL

AGILE TOOLS

- Jira
- Confluence
- Bitbucket
- Git

ENGINES

- Unreal 5
- Irrlicht

PLATFORMS

- Windows
- Linux

LANGUAGES

- Spanish (Native)
- Catalan (Native)
- English (Fluent)

PROFILE

Currently working as a full-time C++ Systems programmer at ZITRO Games in Barcelona, Spain. I'm actively involved in the development of a server-based framework for exciting multiplayer bingo and slot games, working diligently to maintain and expand our proprietary game engine and implementing new tech tools, simulators and performance tests.

I hold a bachelor's degree in Game Design and Development from the university of UPC at CITM in Spain.

WORK EXPERIENCE

- **ZITRO Games** Jan 2024 - Present
C++ Systems Programmer
 - Contributed to the maintenance and enhancement of our proprietary systems engine in graphics, UI, localizations, I/O, and hardware stuff.
 - Involved in a server-based framework that facilitates communication with various client games while managing data from databases.
 - Responsible for refining our network server through multiple refactors and implementing performance tools following best software practices
- **ZITRO Games** Dec 2021 - Dec 2023
Junior C++ Programmer
 - Contributed to the development of multiple game slot titles, including FuShou Qi Tian, Epic Kingdom, and Billy The Pig.
 - Played a pivotal role in revamping existing titles to align with the latest iterations of our gaming frameworks.
 - Conducted extensive refactoring of the engine, enhancing performance and streamlining game pack management.

PROJECT BACKGROUND

FUME Engine

3D Game Engine written from scratch in Modern C++20. It features a cross-platform API renderer architecture, a cache-friendly ECS design and much more!

Game AI Framework

Gameplay AI Programming Framework featured with extensive AI techniques and tools such as Steering Behaviours, Decision Making with Behaviour Trees and Pathfinding.

[more in my portfolio](#)