

CARLOS CORDERO BERNABEU

GAME PROGRAMMER

ABOUT ME

Enthusiastic game programmer with a passion for learning, focused on **porting**, **graphics programming** and **engine work**. Ample experience working in teams both in a technical environment and as a programmer in cross-disciplinary videogame projects.

RELEVANT EXPERIENCE

LOWBATT (UE 5 - STEAM PUBLISHED GAME [HERE](#))

WATERMILL STUDIOS: JUNIOR PROGRAMMER

(September 2023 – July 2024), Valencia, Spain

As our biggest university project, I worked alongside seven game artists, two game designers and eight game programmers. The project was supervised by two experienced game producers with whom we held regular scrum meetings. I worked on the main character, cameras and controls primarily, as well as implemented many of the player interactions with the environment.

EDUCATION

SHEFFIELD HALLAM UNIVERSITY,

COMPUTER SCIENCE FOR GAMES BSC HONS

(September 2024 – May 2025), Sheffield, UK

ESAT , **HND IN COMPUTING**

(October 2021 – July 2024), Valencia, Spain

EXPERIENCE OUTSIDE VIDEOGAMES

EL CORTE INGLES, RETAIL WORKER

(August 2020 – August 2024), Valencia, Spain

Four-year long part time job that demanded excellent customer service skills, strong teamwork and quick decision-making at a top-class Spanish shopping mall. I worked selling mountain clothing and footwear.

CONTACT

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 [Carlos Cordero Bernabeu](#)

SKILLS

Programming Languages: C, C++, C#, ARM Assembly, Python.

Engines: Unreal Engine 4 & 5, Unity, Custom C++ game engines.

Porting & Frameworks:

PS5 devkit, OpenVR, SDL2, Raylib, Nintendo Homebrew (GX2, Nx).

Graphics API's & Shading

languages: DirectX11 (HLSL), OpenGL (GLSL).

Graphics Debuggers:

NVIDIA Nsight, RenderDoc, Razor GPU.

Source control: Github, Perforce.

LANGUAGES

Spanish: Native

English: Cambridge C2 Proficiency

Valencian: Native

PROJECTS

Check out my projects at:

www.carloscordev.com