

Antonio José Fernández Belliure

AI & Gameplay Programmer

Passionate AI & Gameplay programmer with strong C++ skills. Highly interested in ARPG-like mechanics and AI behaviours at these games. I am also interested in Game Engine Programming. Currently looking for a job as a Junior/Graduate AI Programmer or Gameplay Programmer. Remote position preferred but open to relocate in order to learn and improve my professional skills!



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📅 22 August, 2000

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EDUCATION

MULTIMEDIA ENGINEERING DEGREE

University of Alicante

09/2018 - 2023

Alicante (Spain)

SCIENTIFIC BACCALAUREATE

I.E.S. Ifach

09/2016 - 06/2018

PROJECTS

GLACIAL SOUL (09/2022 - 12/2022)

- ARPG Soulslike video game made with Unreal Engine 5 as my Final Degree Project.
- Play it: <https://antonio-jose-fernandez.itch.io/glacial-soul>

NO GAS RACING! (11/2021 - 05/2022)

- Video game made from scratch with C++ and OpenGL using self-developed Data Oriented Game Engine.
- Play it: <https://ocacho-games.itch.io/no-gas-racing>

THE LAST FUNGUS (10/2021 - 11/2021)

- Video game made in Assembly Z80 for the Amstrad CPC 464.
- Play it: <https://ocacho-games.itch.io/the-last-fungus>

CAPTAIN AMERICA'S SHIELD THROW (03/2021 - 05/2021)

- Unreal Engine 4 project where I program a game mechanic to throw Captain America's Shield.
- Play it: <https://gitlab.com/ajfernandezbelliure/captain-america-shield-build>

HASGLER ODYSSEY (02/2021 - 05/2021)

- 2D multiplayer roguelike video game made from scratch with C++ and SFML.
- Play it: <https://gitlab.com/ajfernandezbelliure/captain-america-shield-build>

WORK EXPERIENCE

Member (No professional experience)

MultiTecUA

10/2019 - 2023

Alicante (Spain)

Organizing events related to technology, video games and also scientific events mixed with ICT.

SKILLS

C++

Assembly Z80

Unreal Engine

Blueprints

Git

Linux

ECS Game Engine

Jira

EVENTS

Alicante VGC (10/2022)

Participation in the Indie Zone of the Alicante VGC 2022.

UAGames DevCon 2022 (03/2022)

Event of Networking and Indie Zone organized by MultitecUA and the University of Alicante.

Valencia Indie Summit 2022 (03/2022)

Event of Networking and Indie Zone. For more information: <http://valenciaindiesummit.com/>

UltraLan Gaming Festival Indie Zone (12/2021)

Participation in the Indie Zone of the UltraLan Gaming Festival in Valladolid, Spain. Exposing games made in Z80 Assembly for the Amstrad CPC 464.

CPCRetrodev 2021 (11/2021)

Development of video games for the Amstrad CPC 464 computer. Videogames made from scratch with Z80 Assembly of 8 bits.

Ubisoft Berlin Gamejam (11/2020)

Development of a short video game for the Ubisoft Berlin Game Jam. I took part as Gameplay Programmer.

LANGUAGES

Spanish

Native or Bilingual Proficiency

English

Full Professional Proficiency (First Certificate)

Valencian

Native or Bilingual Proficiency

French

Limited Working Proficiency

INTERESTS

AI Programming

Gameplay Programming

Game Engine Programming

Modern C++