

# Mikel Orrantia

## Gameplay Programmer



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[mikelorrantia.com](http://mikelorrantia.com)

### Technical skills

#### Programming:

C/C++ (Advanced)

C# (Basic)

#### Tools/API:

UE4 (Advanced)

Unity (Basic)

Perforce

Mercurial

Jira

Trello

### Languages

Spanish (Native)

English (Advanced - CAE)

Basque (Intermediate – B2)

### Others

Driving License



## Work Experience

### Game Programmer

09/2018 - Present

Climax Studios, Portsmouth, UK

#### DCL: The Game

12/2019 – 04/2020

- ♦ Implemented the **invite/join friend system** for PS4, Xbox and Steam as well as inside the in-game menu to allow players to race with friends.
- ♦ Performed **network optimizations** to reduce bandwidth usage and improve system reliability.

#### Jumanji: Reverse the Curse

03/2019 – 11/2019

- ♦ Worked alongside designers to create **game mechanics**.
- ♦ Prototyped features at a fast pace to investigate **Leap Motion** technology capabilities.
- ♦ **Supported designers** to ease the iteration and creation of gameplay sequences.
- ♦ Integrated **animations** into the game by implementing the **animation graphs** to build gameplay systems.

#### Crackdown 3

09/2018 - 02/2019

- ♦ **Supported designers** to implement new **boss behaviours**, as well as modifying existing ones.



## Part Time Jobs

While studying at DigiPen Institute of Technology Europe – Bilbao

### Math/Physics Grader

09/2017 – 12/2017

### Teacher of Project Fun

07/2017

### Math/Physics Grader

09/2016 – 05/2017

### Teacher of Project Fun

07/2016



## Education

2014 – 2018

**BS in Real-Time Interactive Simulation**

DigiPen Institute of Technology Europe – Bilbao



## Student Projects

### Fast Food

09/2017 - 06/2018

Senior year, DigiPen Institute of Technology Europe – Bilbao

- ♦ Implemented **flocking** with steering behaviors to add birds as ambient AI.
- ♦ Programmed the **AI** of the **enemies** and **bosses** in the game.
- ♦ Created a wrapper of UE4's audio component to ease the setup and sound triggering from gameplay logic.
- ♦ Implemented the **animation blueprints** of the **enemies** and **bosses** in the game.



## Personal Experience

Partaker [GlobalGameJam2018](#)