

Iker Eizagirre

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WORK EXPERIENCE

Gameplay programmer at Novarama

November 2018 - Now

Project Kill squad in Unreal 4

Killsquad is a top-down action game where my job is mainly taking care of the enemies. This means everything from programming the abilities with the Gameplay Ability System framework to regularly interacting with the art team to integrate their animations and particles. Being a big fan of game design, I am also very involved in it, and after the theme and shape have been agreed with the artists I talk with the designer in depth to help decide what the enemy should do and how its attacks will work.

Since the company is not currently that big, programmers are expected to tackle a multitude of different tasks and adapt. Because of this, I have worked in a variety of things like materials, widgets or several gameplay mechanics. [You can check the game here.](#)

SKILLS

Programming languages C++(2.5 years + Education), Opendgl/GLSL (Education), C# (Uni prototypes)

Software Unreal4 (2.5 years + 1 at uni), Unity (Multiple game prototypes at university)

Languages English (Advanced), Spanish(Native), Euskera(Native)

EDUCATION

BS in Computer Science in Real-Time Interactive Simulation

2014-2018

Digipen Institute of Technology, Bilbao

NON PROFESSIONAL PROJECTS

University, games

Every year except for the first, one of the classes would involve making a game to get real practical experience by using what we learnt in other classes. [You can find more on these games here](#)

University, graphics projects

A few of the classes involved understanding the graphics pipelines in games and achieving various effects using OpenGL. For me, the most interesting ones were parallax mapping and ambient occlusion. [You can find more on these projects here.](#)

University, varied projects

Almost every class in third and fourth year was project oriented and so I have worked in many different tasks like an arithmetic interpreter, collision detection or my personal favorite, an AI capable of playing the board game Quoridor. You can find these [here](#) and [here](#).

Game Jam

As a big fan of game design, there is nothing like a game jam to stimulate your design neurons and build a quick prototype. I have been participating for quite a few years now. [You can check my global jam profile here.](#)