SERGIO FERNÁNDEZ

GAMEPLAY PROGRAMMER

Contact

+34 684 09 63 38

sfernandezvj@gmail.com

serfercont.github.io

Linkedin

Sant Feliu de Llobregat, Barcelona

Education

CITM | UPC

Video game Design and Development University Degree 2022-2026

IFP

Multiplatform Application Development Higher Degree 2020-2022

Habilities

- C++
- C#
- SQL
- Unreal Engine
- Unity Engine

Languages

- Native Spanish
- Native Catalan
- English (B2)

About Me

Game Design and Development student specializing in Gameplay Programming. My technical skills and adaptability are backed by 4 Game Jam victories, demanding environments where discipline and speed are key. I consider myself a team facilitator: I prioritize active listening and foster a positive work atmosphere, firmly believing that the best code stems from collaboration and shared commitment.

Projects

WARHAMMER 40K: THE LAST MARINE

Academic Project (Coffee Engine)

- Developed core gameplay systems in a 40-person team over 4 months.
- Implemented grenade mechanics, player armor upgrades, and enemy drop (scrap) systems.
- Designed the miniboss arena battle and fixed enemy behavior bugs.
- Contributed to the engine Input Module during early development.

HEXAM

Best Replayability Award | Premis Ludi 2025 3cat

- Developed gameplay mechanics for an educational puzzle game for children aged 6–8.
- Implemented Casual and Chrono modes, puzzle logic, and piece-state verification systems.
- Created tutorial flow and in-game menus.

ARES ATLAS

- ***Best Tech Award | CITM Game Jam 2025***

- Developed core gameplay systems in Unity for a time-loop exploration game.
- Designed and implemented a replay/ghost system recording and replaying player runs.
- Implemented 2D player movement, run system, and interactable menus.

MIND'S ABYSS

- ***Best Game Award | CITM Game Jam 2024***

- Developed core gameplay systems for a co-op platformer in a Game Jam environment.
- Implemented player movement for both characters and platform physics/mechanics.
- Designed and implemented the death storm system.