Sergio
Fernández Contreras

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.

Education

UNIVERSITY DEGREE IN VIDEOGAME DESIGN AND DEVELOPMENT
CITM/UPC | Terrassa, Barcelona | 2022-2026

HIGHER DEGREE IN MULTIPLATFORM APPLICATION DEVELOPMENT
IFP | Hospitalet de Llobregat, Barcelona | 2020-2022

Projects

Warhammer 40k: The Last Marine | *Gameplay Programmer (Academic Project | C# / Unity)*
- Coordinated within a massive multidisciplinary team of 40 students (Art, Design, Code) simulating a professional studio environment.
- Implemented core gameplay mechanics, character controller, and combat logic.
- Links: Trailer | Website

MOTS | *Programmer (3CAT GAME 2025 | C# / Unity)*
- Prototype for the Catalan public corporation (3Cat).
- Links: Website

HEXAM | Gameplay *Programmer (Premis Ludi 2025 | C# / Unity)*
- **Winner**: "Best Replayability".
- Links: Trailer | Website

Ares Atlas | Gameplay *Programmer (Gran CITM Game Jam 2025 | C# / Unity)*
- **Winner**: "Best Technology", "Best Game Mention" & "Pixel Awards Best Game".
- Links: Trailer | Website

Mind's Abyss | *Gameplay Programmer (Gran CITM Game Jam 2024 | C# / Unity)*
- **Winner:** "Best Video Game".
- **Links:** Trailer | Website

Professional Experience

Planeta Formación y Universidades, Barcelona, 2021-2022
- QA & Project Management Intern

CONTACT

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Personal Website

Social Media:
- Linkedin
- Github

SKILLS

Languages:
- Spanish
- Catalan
- English (B2)

Programming languages:
- C++
- C
- C#
- Java
- SQL
- HTML
- CSS
- JavaScript

Tools:
- Photoshop
- Maya
- ZBrush
- Jira
- Figma

Engines:
- Unity
- Unreal Engine