



SERGIO FERNÁNDEZ

GAMEPLAY PROGRAMMER

Contact

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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*

Skills

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

Languages

- Native Spanish
- Native Catalan
- English (B2)

About Me

Gameplay programmer graduated in Game Design and Development (CITM/UPC, 2026), specialised in C++ gameplay systems for Unreal Engine 5 and Unity. Experience ranges from a 40-person production using a custom C++ engine to award-winning game jam prototypes, with three awards including Best Technology and Best Game. Comfortable owning a system end to end: design, implementation, debugging and iteration on feedback.

Experience

Co-founder and Programmer

Mermelada Games | Barcelona | 2024 – Present

Projects

ADAPTATIVE ENEMY AI IN UNREAL ENGINE 5.

Bachelor's Thesis | C++, UE5 | 2025-2026

- Built a real-time adaptive hostile AI that adjusts enemy behaviour to player performance mid-encounter.
- Hibrid Architecture using Behavior Trees, Utility AI, EQS and Squad Brain.
- Designed and developed two type of enemies.

WARHAMMER 40K: THE LAST MARINE

Third-person shooter | Lua, custom engine | 40-person team, 4 months | 2025 |

- 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.
- Contributed to the engine Input Module during early development.

ARES ATLAS

Time-loop exploration platformer | Unity, C# | 2025 | Best Technology, 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.