

Information

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Work Place Remote if possible (Hybrid is fine)

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Experience

Sep'22 - Present **The Breach Studios - Unreal Engine C++ / Unity / UEFN Developer**
Responsible for gameplay mechanics and systems for [Project ST](#) and [Westlanders](#).
Worked on an unreleased Unity Engine project.
Contributed in the development of UEFN Fortnite creative maps.
From time to time, I'm asked to do some adjustments on the [company's website](#).
Currently working on another unannounced Unreal Engine project.

Jul'21 - Sep'22 **The Breach Studios (internship) - Unreal Engine C++ Developer**
Gained hands-on experience in programming gameplay features and mechanics. Also I got used to work with The Breach Studios own framework that is used with all Unreal Engine Projects.
Contributed to the development of [TheHarvest](#) and [Project ST](#).

Dec'20 - May'21 **IMCToys (internship) - Unity Engine / Developer**
Worked on a prototype for a Multiplayer Online Mobile Game.
Set up the online server and contributed to the development of the game's network gameplay.

Feb'17 - Jul'17 **Skara (internship) - Quality Assurance**
Responsible for testing the game [Skara - The Blade Remains](#) to ensure its quality and identify any issues.

Education

2017 - 2021 **University Degree** in Interactive Digital Contents at **ENTI-UB** (Barcelona)
Coursework in game design, programming, and other related subjects.
Collaborated on four video game projects with other students as part of my degree program.

2015 - 2017 **Higher National Diploma** in 3D Animation, Video Games, and Interactive Environments at **Sant Ignasi de Sarrià** (Barcelona)
Here I learnt the foundations of game development. As a developer, this course also made me have a strong understanding of the tools the other departments use. So it's easy for me to communicate with them.

Skills

Experience with **C++**, **C#**, **Java**, **Python** and **Javascript**.

Experience with **Unity** and **Unreal** Game Engines.

Experience with **Unit testing** and **Integration tests**.

Knowledge of the **Agile methodologies** such as Scrum and Kanban Methods.

Experience with **Jira Software**.

Experience with **HTML** and **CSS**.

Experience with **Google Spreadsheets**.

Experience with **Android Studio**.

Experience working with **File Transfer Protocol**.

Experience using **Wordpress**.

Experience with **Verse** and **UEFN**.

Experience with **MongoDB**.

Languages

Spanish (Native)

Catalan (Native)

English (B2)

Projects

The Breach Studios

[Westlanders](#) / Unreal Engine / C++

Single and Multiplayer survival game set in the Wild West where the players can explore, fight and build their desired settlement.

I started working on the project after the base survival game logic was already implemented

- Worked on preparing the game for multiplayer
- Worked on the player customization logic
- Worked on the whole wagon feature. A transport that can deploy a camp and be used as a temporary settlement, where some items and stations can be added.
- Worked on the logic to mount horses. store them or use them for the wagon.

[The Harvest](#) / Unreal Engine / C++

Multiplayer Hero Shooter where the players have to obtain more essence than the other teams by killing enemy players, capturing essence spots or defeating bosses.

I joined during mid development, so I worked on small features and some bugfixing.

Eventually I also worked in the port from Unreal Engine 4 to Unreal Engine 5.

[Project ST](#) / Unreal Engine / C++

5vs5 team-based action game where the players have to defeat the other team Giant robot by winning different events across multiple islands. The final event consists of planting bombs directly into the enemy Giant core room.

I worked since the game was an empty scene.

- Worked on all the weapons of the game
- Worked on half of the weapon's active abilities
- Worked on the Giant robot health logic with a way to deal damage from any point of the game.
- Worked on the logic of the island events and the randomization system.
- Worked on the logic to show the players their match stats and the logic to send that and more stats of the match to The Breach Studios own backend.
- Worked on the client-side BattlePass logic.
- Worked on the Voicechat integration with Epic Online Services
- Worked on the EasyAntiCheat integration and their Steam deployment setup
- Worked on making AI Players that are compatible with Unreal Engine and The Breach Studios custom C++ framework
- Worked on fixing Client-Server synchronization issues.

Fortnite Creative / UEFN

[The Finalist](#)

Code **6453-0067-1616**

The Finals inspired gameplay. Extract 2 relics with your team to win the match.

- Worked on the logic to show the extraction point as the same colors of the team that is extracting the relic.
- Worked on a synchronized timer logic that shows the correct time in the extraction point and the UI. Also if the player is joining during a match.
- Logic to reset relic position if no one is picking the relic after some time.
- Worked on the lobby logic.
- Optimized the map to be able to fit in the Fortnite limits.

[Ramp of the Dead](#)

Code **2679-7180-6261**

Run up the ramp avoiding all the obstacles and reach the top. Between each ramp zone the players should fight against zombies to be able to continue going up.

- Worked on the logic to spawn falling obstacles that deal damage to the players.
- Worked on a proper timer with millisecond precision.
- Logic to show up to three crowns (Bronze, Silver, Gold) each time the player reaches the top without dying.
- Optimized map to be able to fit in the Fortnite limits.

[Demon Derby](#)

Code **5519-2431-9727**

Use your vehicle to destroy the enemy vehicles. Hit the zombies to heal, earn coins, and upgrade your vehicle.

- Worked on the logic to make any vehicle jump and throw projectiles.
- Worked on the logic to upgrade vehicles.

[FishBiz Tycoon](#)

Code 1940-9860-4860

Tycoon-like map where the players should catch fish and sell it for money in order to expand their business.

- Created the tycoon logic.

[Knights 2D](#)

Code 5142-9975-7710

2D battle map. Obtain 30 kills to win.

- Worked on the map setup.

Also did some adjustments in the following maps

[Aimlab Training Center](#)

Code 1701-4095-0311

[Winter Showdown 1v1](#)

Code 5519-2431-9727

[Oasis Gun Game](#)

Code 2090-9237-1329

And worked in 2 other unreleased maps (NDA)

NDA / Unity Engine / C#

2D singleplayer investigation card game.

IMC Toys

Multiplayer Online Mobile Game / Unity Engine / C# / Mirror Networking

Brawl Stars inspired game. It was a prototype for a new IP that didn't come out.

- Worked on the network logic using [Mirror Networking](#).
- Worked on the map generation and parser tool and the logic to send the layout to the clients.
- Working on doing the team lobby logic by code invitation.
- Worked on the matchmaking system.
- Did the server deployment to AWS and ensured the game is able to do multiple matches and the users can join a match with the phone anywhere.

Personal Projects

Games

[Orbital Outpost Mechanic](#) / Unreal Engine / Unity Engine / C++ / C#

Final degree project. A spaceship mechanic simulator where the player has to move in a 6DoF environment while analyzing the causes of the malfunction and then repair the spaceship.

- Worked on the spaceship malfunction system generation.
- Worked on the spaceship internal structure.
- Worked on the scanner tool with the probes and the resonance system.
- Worked on the random e-mail generation with a consistent structure.
- Worked on the tutorial.

Originally the project started in **Unity Engine**, due some limitations for the artists, the project was ported to Unreal Engine in order to have better visuals.

[Heist in Time](#) / Unity Engine

Stealth game where the player travels across different ages and recruiting different characters with their own unique skills.

- Worked on the tutorial.
- Worked in the save system.
- Worked on the AI patrolling and detection system.
- Worked on the UI design and implementation.
- Worked on the change character logic.

I also worked on a possible **Nintendo Switch port** and we made it run smoothly on the console and compatible with the Nintendo Switch save system.

Other

[OSM 3D World Map](#) / Unity Engine / C#

Tool to render any area from Open Street Maps into a Unity scene in 3D.

- Parsed all the area information to be easily readed for the Unity Engine.
- Coded a polygon triangularization algorithm to show the buildings of the specific area.
- Coded the roads as bezier curves.

You can check aheradin.com for more information about me and my projects.