

# DANIEL PASCUAL LÓPEZ

## Game Developer

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🔗 <https://pascualdaniel.github.io/>

### Technical Skills

#### Programming Languages

C++, C#, Java, JavaScript (ES6+), Python, Lua

#### Game Engines

Unity, Unreal Engine, Godot

#### Tools

Git, Jira, Perforce, Jenkins

#### Web Technologies

React, Node.js, WebSockets, REST APIs, HTML5, CSS3, Spring, Three.js

#### Rendering

OpenGL, Three.js, HLSL/GLSL, Ray Tracing

### Technical Projects

#### 3D Rendering Engine (C++ / OpenGL), Developed a custom 3D engine using OpenGL and C++

- Designed a modular rendering engine architecture in C++ using OpenGL
- Implemented shader pipeline and GPU resource management
- Focused on performance and code structure to facilitate maintenance.

#### Communication Library & complementary Server

Designed and implemented a client-server communication library and a complementary server application.

- Implemented TCP socket-based communication system
- Designed client-server architecture
- Developed structured message protocol
- Built real-time communication using WebSockets

#### Underpacked (Unreal Engine)

- Developed modular gameplay systems within a multidisciplinary team.
- Collaborated using version control (Git/ Perforce) and task tracking tools.
- Implemented reusable systems and tools to improve team productivity

### Work Experience

**Intern, Nuevo Sentido Tecnológico Realidad Aumentada, S.L**  
01/2023 – 06/2023

- Participated in software development projects focused on augmented reality solutions.
- Worked with existing code bases and collaborated with senior developers.
- Applied software engineering practices in a professional environment.

**Intern, Universidad de Oviedo**

10/2020 – 06/2022

- Maintenance and replacement of computer equipment, repair of faulty systems, inventory management, technical support to faculty.
- Installation and deployment across multiple machines using command-line environments.

**Game Programmer, Drunken Duck Co**

07/2025 – Current

- Developed gameplay systems and core mechanics in C++ using Unreal, focusing on performance.
- Created shaders, materials, and technical art pipelines to support visual style and optimization.

### Education

**Postgraduate in Videogame Development,**

Universidad Complutense de Madrid

09/2024 – 07/2025

**BSc in Software Engineering, Universidad de Oviedo**

09/2018 – 02/2024

### Languages

**Spanish**

Native

**English**

Fluent

**French**

A2