JOSE MARIA MAESTRE

C++ GAMEPLAY AND CORE PROGRAMMER

Passionate C++ programmer with a strong focus on gameplay and core systems. Experienced in engine development, physics simulations and cross-platform projects with Unreal Engine and OpenGL. Always looking forward to learn, grow and take on new challenges, constantly trying to improve and push my limits at every opportunity.

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📍 **Valencia, Spain**

✉️ **maestre.quiles@gmail.com**

🌐 **https://j-maestre.github.io/Portfolio/**

SKILLS

- C++, C++17, C++20, C, ARM Assembly, C#, Python, SQL, JavaScript
- Unreal Engine 4/5 (C++, Blueprints), PS5 SDK, Unity (C#), OpenGL
- PS5 devkit, Git, Perforce, Visual Studio, Visual Studio Code, CMake, Premake

LANGUAGES

- English B2
- Spanish (Native)
- Valencian (Native)

EDUCATION

2024 - 2025 Computer Science for Games HND Level 6
Sheffield Hallam University

2021 - 2024 Videogames Programming HND Level 5
Escuela Superior de Arte y Tecnología (ESAT)

2019 - 2021 Web Development
IES L'Estacio

EXPERIENCE

2024 Tiny Terrors Studio - C++ Gameplay Programmer

10 Months

- Worked on **Shelley Mannor** development, third person puzzle game with fixed cameras in the style of the old resident evil games developed in **Unreal Engine 5.2.**
- Developed the main character's interactions with objects, physics mechanics (dragging and pushing objects), breakable objects with Chaos System, pressure plates and physic's based chain attached to player.
- Available on **Steam**

Skills: C++, Unreal Engine 5.2, Perforce

2021 NTT Data - Frontend Developer

3 months

Frontend developer internship
Skills: SVN, Angular

PROJECTS

2024 Shelley Mannor

Third person puzzle developed with Unreal Engine 5 and **published on Steam**

https://store.steampowered.com/app/2999270/Shelley_Manor/
Skills: C++, Unreal Engine 5.2, Perforce

2024 Andromeda Engine

Self-made graphics engine using C++ and OpenGL with physically based rendering and Nvidia physixs integration

hhttps://www.youtube.com/watch?v=myVIggxY4uM&t=2s&ab_channel=XemaMaestreQuiles
Skills: C++, OpenGL, Git, OOP

2025 Cloth Simulation

Cloth physics simulation with C++ using Verlet integration and Jakobsen solver with a thread safe multithread system. Rendered with Raylib

https://youtu.be/SF79_MdH_Kk
Skills: C++, Multithread, Optimization, Git,

2025 Job System

Thread-safe templated job system in C++ with variadic arguments, used for efficient multithreaded task execution

https://github.com/j-maestre/JobSystem_Advanced
Skills: C++, Multithread, Templates, Optimization, Git