Alberto Cortegana Alonso

Video Game Programmer



contact@albertocortegana.com

Portfolio: albertocortegana.com

yinga.itch.io

github.com/corteganaal

LANGUAGES

Spanish
Native

English
B2 Cambridge

SKILLS

GAME ENGINES

Unreal Engine

Unity

PROGRAMMING LANGUAGES

C++

C

C#

Java

ARM/ARM64 Assembly

Python (basic)

Delphi (basic)

PROFESSIONAL EXPERIENCE

Avanzate
Software Engineering Intern
04/2023 – 06/2023 | Albacete, Spain

- Developed and maintained the company's proprietary ERP, using Delphi, for the aluminium extrusion industry.
- Built custom standalone applications for specific client needs.

EDUCATION

Higher National Diploma in Game Programming
ESAT
10/2024 – 07/2027 (expected) | Valencia, Spain

Postgraduate Certificate in Video Game Development and Virtual Reality
IES Poeta Paco Mollá
10/2023 – 05/2024 | Petrer, Spain

Advanced Technician Degree in Multi-platform Application Development
IES Leonardo Da Vinci
09/2021 – 09/2023 | Albacete, Spain

MAIN PROJECTS

Puppeteers | Unreal Engine 5, C++
Implemented Epic Online Services (EOS) to handle online architecture, built a lobby system enabling players to create, discover and join parties and designed a robust replication system to ensure precise client-server synchronization.

Procedural Voxel Game | Unity, C#
AEVI DevContest
Challenged to build a procedural voxel world with real-time terrain editing in just 10 days. Overcame technical learning through in-depth research, using specialized technical guides and community resources, delivering a fully functional *Minecraft-style* prototype qualifying the school to the semifinals.

EDK Engine Reimplementation | C++, OpenGL
Reimplemented core subsystems of the school's custom C++/OpenGL engine to power a 3D demo scene. Key features I was responsible for:

- Fly Camera
- Post-processing Pipeline (underwater effect)
- GPU & Memory Management
- Particle System
- ImGui integration for real-time scene debugging