

SERGI SIRVENT SEMPERE

Game and Software Developer

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Professional Summary

Game and software developer focused on C++, real-time graphics, gameplay systems and cross-platform tools. Experienced with Unreal Engine, OpenGL, Unity, mobile development, Business Intelligence and Agile/Scrum teams. Starting Games Programming Technology at Coventry University in 2026.

Technical Skills

Languages: C++, C, C#, JavaScript, SQL, Kotlin, Swift, Dart, Lua

Game and graphics: Unreal Engine, Unity, OpenGL, OpenGL ES, ImGui, ECS architecture, real-time rendering

Tools and platforms: Git, Perforce, Flutter, Android, .NET, Siemens Opcenter, XML, ARM assembly

Selected Projects

Mentat Engine C++20, OpenGL, OpenGL ES, Android, Lua, ImGui

Cross-platform 3D graphics engine developed from scratch at ESAT. Built an ECS-based runtime, ImGui editor, XML scene workflow, Lua scripting, asynchronous job system, resource streaming and desktop/Android rendering backends. Engine demo.

Nohmen: Blood Rites Unreal Engine, C++, New Rites Games

Steam group project. Contributed to combat system design, parry and defensive mechanics, enemy reactions, dismemberment and combat feedback. Steam page.

CAU Counter Flutter, Dart, Android, iOS

Personal companion app for the CAU card game, including match recording, statistics and QR sharing of results.

Professional Experience

MI Engineer 2024-2026

MAVAL

Worked with Business Intelligence and Siemens licensed environments, deploying solutions on client servers for several companies. Handled sensitive configuration and production code where reliability and careful change management were essential.

Mobile Programming Programme 2023-2024

Hiberus - Heroes and Heroines

Four-month practical programme using Android, iOS and Flutter in real mobile programming projects. Worked within Agile methodologies and collaborative delivery processes.

Data Analyst Intern 2022

Mercanza SL

Worked in a Scrum team using Qlik Sense to analyse data patterns and behaviours and communicate findings to the team.

Education

Games Programming Technology 2026-2027

Coventry University, United Kingdom

Postgraduate programme focused on advanced game programming technology.

Degree in Videogame Programming 2023-2026

ESAT, Valencia

Programme focused on engine programming, gameplay and interactive systems.

Degree in Interactive Digital Content 2023

ENTI-UB, Barcelona - SICUE exchange

Applied degree focused on the design and creation of video games, connecting programming and game design profiles.

Degree in Interactive Technologies 2019-2023

Polytechnic University of Valencia (UPV)

Websites, applications, video games and IoT, with team-based Scrum work.

Languages

Spanish (native) | Valencian/Catalan (native) | English (Cambridge C1 / CAE) | Japanese (learning)