

# Héctor Ochando

SOFTWARE ENGINEER

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## ABOUT

I am a junior programmer who recently graduated from ESAT (Valencia). During my training, I have gained experience in developing eye-catching rendering techniques and implementing innovative and engaging game mechanics.

I am passionate about game engines and modern rendering techniques. I strive to keep up to date with trends and advances in the industry, and enjoy working on projects that allow me to combine my creativity with my technical skills.

I have worked on a variety of projects both individually and as part of a team, where I have demonstrated my ability to collaborate effectively and bring innovative solutions to technical challenges.

## RELEVANT EXPERIENCE

### Tiny Terrors: Junior Programmer

SEPTEMBER 2023 - PRESENT, VALENCIA, ALREADY IN [STEAM](#)

Developing Shelly Manor game with Unreal Engine 5 and C++.

Developed a modular camera system and other gameplay features.

Work focused on artificial intelligence.

## EDUCATION

### ESAT, HND in Computing, BTEC Level 5

OCTOBER 2021 - JULY 2024, VALENCIA

I studied for three years at ESAT, a school specialized in video game development, where I became proficient in C and C++, got a good command of C# and acquired solid knowledge in Unity, especially in Unreal Engine. In addition, I gained knowledge in ARM Assembly, as well as OpenGL and DirectX 11 as main graphics APIs. As well as developing and publishing a game as a final project.

## SKILLS

|                 |          |         |
|-----------------|----------|---------|
| C++             | C        | C#      |
| Unreal          | Unity    |         |
| DirectX 11 - 12 | OpenGL   |         |
| HLSL            | GLSL     |         |
| Git             | Perforce |         |
| Render Doc      | Nsight   | PIX     |
| Visual Studio   | CMake    | Premake |

## AWARDS

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## LANGUAGES

Spanish: Native Proficiency

English: IELTS 6.0 (2024)

Catalan: Native Proficiency

## STUDENT/PERSONAL PROJECTS

### **Andromeda Engine: Graphics Engine**

Developed an engine written in C++ with DirectX 11 and OpenGL as render backends. Working with APIs such as PhysX and OpenAL. More info here.

### **Multi Agent System: IA Demo**

Developed a demo of a multi agent system with different agent roles. Working with Unity and C#. More info here.

### **ADTs: Low Level Programming**

Developed an API written in C / C++ composed by the following ADT: Memory Node, Vector, List, Double Linked List, Movable Head Vector, Circular Vector, Circular List, Circular Double Linked List, Queue, Stack. API severely influenced by the C++ STL.

### **Memory Manager: Low Level Programming**

Memory management with a custom Memory Manager.

Developed a custom Memory Manager, following the arena allocator pattern which I programmed in C to manage dynamic memory allocation and catch any memory leak.

### **Balance Board Game: Gameplay Programming**

A game created using the wii balance board as the only input. Working with Unity and C#. More info here.

### **OpenGL demo: Graphics Programming**

First time using any render API and reimplementing the backend of a tiny custom render library. And creating a demo to show the...

### **Mobile Game: Gameplay Programming**

An endless runner game inspired by Subway Surfers. Developed with Unity and C# with mobile as target.

### **Data Base Visualizer: Low Level Programming**

A database visualizer and field editor written in C++ with a custom framework.

### **Several ASM Demos: Low Level Programming**

Voxel Raytracer terrain (link here) and Landscape terrain based on a height map. Programmed in C with an SDL