

JOSER GALA NARANJO

Video Game Software Craftsperson (they/them)

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Software Craftsperson & Game Developer with 4+ years of professional experience. I work on an everyday basis with **C++**, with a **strong background in C#**.

Looking for a team I can learn from and grow with, where I can make a difference and hone my software development and automated testing skills.

Please refer to my accolades, my games portfolio, and my Software Engineering Podcast (in Spanish).

EXPERIENCE

UI Programmer

Slipgate Ironworks

📅 Sep 2024 – Present

📍 Aalborg, Denmark

Company's accolades. Working on Tempest Rising, an RTS game, in which **the UI plays a critical role**, with Unreal Engine. I ensure that the code meets the needs while maintaining a **Ubiquitous Language** with stakeholders.

- **Host learning hours** every other week, mentoring others in pair and mob programming, TDD, and unit testing.
- Onboard and be a buddy of new team members.

Porting Programmer, Project Lead

Slipgate Ironworks

📅 Dec 2023 – Oct 2024

📍 Aalborg, Denmark

I worked as the project lead in a team where they didn't have Unity experience, **mentoring them** in having a successful port with the engine. Console ports for PS5, XSeries, and Switch.

- **Foster team collaboration**, organising coding katas.
- **Write technical and user documentation**.
- Profile and optimise games using Unity and **native console memory, CPU, and GPU debugging and profiling tools**.

Porting Programmer

KLABATER S.A.

📅 Sep 2022 – Nov 2023

📍 Warszawa, Poland

Development of video game console ports with Unity for PS4/PS5, XOne/XSeries, and Switch. **Completed 5 projects**.

- Boosted video game performance to make games compliant on all platforms through **code optimisation**.
- Scripted the build of Addressables with just one click from the Unity Editor, arranging them depending on the platform.

Programmer

Katedral Studios

📅 Jun 2021 – Jul 2022

📍 Málaga, Spain

Creation, correction, and extension of different mobile games and gamification projects, taking into account front-end (Unity) and back-end (AWS).

- **Scripted the process of creating builds**, being able to compile without opening the Unity Editor.
- **Mentored two interns**, teaching best practices, having code reviews, and promoting pair programming.

MOST PROUD OF



Mentoring others

in better programming practices and ways of working.



Communicating positively with

team members and discussing issues with stakeholders.



Leading Bloodless' port

maintaining high code quality while managing expectations.



Promoting the level

of those around me, driving continuous improvement.



Raising concerns healthily

and constructively with options for how to proceed.

STRENGTHS

Clean Coding

TDD

OOP

Pair & Mob Programming

SOLID

Extreme Programming (XP)

Refactoring

MVP Architecture

DDD

Automated Testing

Platform Compliance

C++

C#

Unreal Engine

Unity

Jira

Confluence

PlayFab

EDUCATION

Master's Degree in Video Game Development

University of Málaga

📅 2020 – 2022

Bachelor's Degree in Computer Engineering, Software Engineering

University of Extremadura

📅 2016 – 2020