

JOSÉ (JOSER) GALA NARANJO

Video Game Software Craftsperson (they/them)

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I am a **Computer Software Engineer** with two years and a half of experience in video game programming. I work on an everyday basis with **C#** and I am fluent with **Object-Oriented Programming languages**.

I have a peripheral view of the majority of aspects of the development of a video game, meaning that I can **translate different ideas, receive feedback, and work accordingly in a multidisciplinary team**.

In my free time, I like to learn more about software development processes, practice automated testing, and study C++.

EXPERIENCE

Video Game Porting Programmer

Slippgate Ironworks

📅 Dec 2023 - Present 📍 Aalborg, Nordjylland, Denmark

Development of video game console ports for PS5 and Xbox Series.

- Profile and optimize games making use of native console memory, CPU, and GPU debugging tools.
- Document thoroughly general and specific practices about console development with the Unity Engine.

Video Game Porting Programmer

KLABATER S.A.

📅 Sep 2022 - Nov 2023 📍 Warszawa, Mazowieckie, Poland

Development of video game console ports for Sony PlayStation 4 and 5, Microsoft Xbox One and Series, and Nintendo Switch. Successfully completed five projects.

- Boost video game performance to make games work on all platforms through code optimization and asset settings.
- **Profile and debug** on different platforms.
- Automate the build of Addressables with just one click from the Unity Editor and arrange them depending on the platform.
- In Kaiju Wars, implement a **leader board using PlayFab** that works on PlayStation, Xbox, and Switch.

Video Game Programmer

Katedral Studios

📅 Jun 2021 - Jul 2022 📍 Málaga, Andalucía, Spain

Creation, correction, and extension of different serious 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.
- Modification of an open-source C++ project about virtual cameras to suit the company's needs.

Video Game Software Engineer

Heroes Games

📅 Dec 2020 - Feb 2022

Development of ARCADE PC video game.

- Responsible for **defining the Software Architecture** and establishing a code style.
- Lead an **interdisciplinary team of six people**.

QUALITIES

Honesty

An artist was not working well with the team, I spoke with them and together we solved the situation.

Methodical approach

I strongly care about the requirements and designing of the code base.

SKILLS

Game Development Clean Coding

TDD Pair and Mob Programming

Automated Testing OOP SOLID

PROGRAMMING

C# C++

TECHNOLOGIES

Unity Git Confluence Notion

Jira PlayFab

LANGUAGES

Spanish Native
English B2 First via Cambridge

EDUCATION

Master's Degree in Video Game Development

University of Málaga

📅 2020 - 2022

Student representative, being the **problem solver** between teachers and students.

Bachelor's Degree in Computer Engineering, Software Engineering

University of Extremadura

📅 2016 - 2020