



ABOUT

Programming, sports and teaching. If someone asked me to describe my life in three words, that would be the perfect answer.

I consider myself a mature, empathetic, experienced and hard working person who is focused on having a successful programming career as it is a job where you need to continuously improve and learn. Those factors have always motivated me to work at my best.

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YouTube

EXPERIENCE

CLIENT ENGINEER

Mediatonic / Epic Games - London (UK) 2021 - Current

- Fall Guys: Core-tech, AI and tools (Unity, Blazor, C#)
- Fortnite: Creative and UEFN tech: (C++, Verse, Unreal Engine 5)

UNITY PROGRAMMER

Sync Games - Marbella (Spain) 2020 - 2021

Developing "Smash Monkeys", a free to play mobile game for Android and IOs using Unity.

- In App Purchases: Worked integrating the IAP package in Unity and setting up the Google Play and App Store services to our custom in-game currency.
- Addressables: Using the Unity's addressable system to manage the downloadable content.
- Level of Detail: Generating the different asset bundles that the game will download depending on the device quality.
- UI: Transitions, scene flow, responsive anchoring for different resolutions, data oriented programming to organize dynamic UI for live updates.

UNITY PROGRAMMER

Mediatonic / Fortitude Games - Guildford (UK) 2018 - 2020

Developing a Free to Play Mobile game for Android and IOs using Unity.

GAMEPLAY PROGRAMMER

Bleeding Polygons - Valencia (Spain) 2016 - 2017

Developing 'Fallen Tear: Eldric's Awakening' - a first person shooter game for PC using Unreal Engine 4 (C++ and Blueprints).

KINESIOLOGY THERAPIST FOR HUMANS AND ANIMALS

Jaén (Spain) and Edinburgh (UK) 2012 - 2015

PHYSICAL EDUCATION TEACHER

Jaén (Spain) 2010 - 2011

EDUCATION

BSC	BSC (1st Class) Computer Science for Games	2017 - 2018
	Sheffield Hallam University (UK)	
HND	HND in Videogames Programming	2014 - 2017
	ESAT Valencia (Spain)	
BA	BA in Physical Education Teacher	2007 - 2011
	Universidad de Jaén (Spain)	

SKILLS

Programming Languages	C, C++, C#, LUA, AS3, HTML
Graphic Engines	Unreal Engine 5, Unity, Phyre Engine (Sony), Self-made: Wolfy3D (DirectX 11) & enJine (OpenGL)
Source Control	Perforce, GIT, SVN, BitBucket
Other Libraries	STL, BGFX ImGui, Chipmunk, Bullet, SMFL, OpenAL, GLFW, SoLoud, FMod, OpenCV, GLM, STB, Alure

LANGUAGES

English (CEFR Level C1)
Spanish (Native)