




## ABOUT ME

Unreal Engine C++ developer with expertise in coding multiplayer video games and XR. Have also taken the role of product owner and team lead in some projects.

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## SKILLS

UE

C++

XR

BP

Online

Multiplayer

Product Owner

Team Lead

## ACADEMICS

### MASTER'S DEGREE IN COMPUTATIONAL ENGINEERING AND MATHEMATICS

Universitat Rovira i Virgili, Spain 2023-2025

### DEGREE IN MULTIMEDIA ENGINEERING

Alicante University, Spain 2012-2017

### TRAINING PROGRAMME 600H

"UCAM Master in modeling, character animation and bodymechanics for videogames"

Coco School, Spain 2016-2017

## BADGES



# BEATRIZ SABATER SERNA

## Unreal Engine C++ Programmer

## JOB EXPERIENCE

### TEACHER ADVANCED GAME PROGRAMMING WITH UNREAL LEVEL UP GAME DEV HUB JAN 2025 - PRESENT

Instructing an **advanced Unreal C++ curriculum**, covering core engine architecture, scalable gameplay systems, performance profiling and technical interview preparation, **equipping students for industry roles**.

### SENIOR PROGRAMMER ALL ON BOARD!

THE GAME KITCHEN DEC 2022 - JUL 2025

- Led a **critical project-wide refactor**, migrating the core framework from a Blueprint-only system to a **C++ architecture within 2 months**.
- Developed **core gameplay systems in C++**, including the **multiplayer-ready VR player pawn**, object interaction mechanics, and a game piece recovery system.
- Mentored a team of 4 junior developers**, establishing best practices for coding, architecture and multiplayer replication. This **elevated the team's technical skills and improved overall code quality**.
- Provided expert advice on **performance optimisation**, using profiling tools to diagnose and resolve bottlenecks, ensuring stable framerates for **releases on Meta Quest and Steam**.

### TEACHER VIRTUAL REALITY FOR THE ARCHITECTURE

ZIGURAT INSTITUTE OF TECHNOLOGY NOV 2023 - MAR 2024

Instructed a **practical module for architecture and design professionals** with no prior programming experience, enabling them to **build and optimize interactive VR walkthroughs** of their projects using Blueprints.

### PROGRAMER & PROJECT MANAGER

EXTENDRA MAY 2020 - NOV 2022

- Progressed **from programmer to a hybrid project manager** role, **successfully shipping** multiple **B2B immersive experiences**.
- Directed project lifecycles**, from requirements elicitation with clients to backlog management and leading teams of up to 10 people.
- Specialised in system integration**, connecting disparate C++ plugins (voice, online, interactions) into a cohesive final product.
- Managed AWS backend**, utilising Gamelift for multiplayer sessions and S3 for dynamic asset delivery.

## ALL ON BOARD!

A social VR tabletop platform for playing with friends.

I was responsible for designing and implementing the main framework in C++, developing key features such as object grabbing, EOS online multiplayer, recovery system, slot mechanics, shaders, and mod support, among others.



## VR ESADA VIRTUAL CAMPUS

A virtual campus developed to facilitate immersive online teaching for ESADA Business School.

I led the project from concept to launch, translating client needs into a user-friendly experience, programming key interaction features and assisting on-site classroom setup.

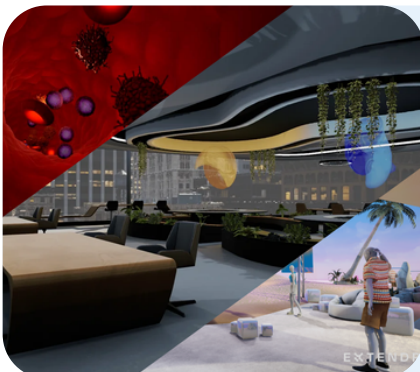
esade EXTENDRA

## ARCADIA EARTH EDU

An educational iOS application using Augmented Reality to raise climate crisis awareness across U.S. academic centres.

I led the development team and programmed all the user interfaces, delivering a functional and impactful learning tool under accelerated timelines.

EXTENDRA



## EXTENDRA B2B PROJECTS

At Extendra, I worked on various software projects, progressing from junior programmer to project manager.

I delivered VR/AR solutions for clients in the pharmaceutical and fashion industries, focusing on brand promotion, virtual meetings and experimental immersive technologies.

EXTENDRA