# Aimar Goñi

## AI Programmer

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## EDUCATION

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**HND in Computing**
ESAT - Escuela Superior de Arte
Y Tecnologia - Distinction

**BSc Games Development**
UCA - University for the
Creative Arts

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## SKILLS

Games Development
- Unreal Project
- Unity
- Raylib
- Git
- Perforce
- Gameplay Programming
- AI Programming / Behavior Trees
- Profiling

Programming Languages
- C++
- C#
- C
- Python

API's, Technologies & Libraries
- OpenGL
- Vulkan
- OpenVR
- SQL
- Visual Studio
- Rider

Development Practices
- Agile / Scrum
- Code Reviews

## PROFILE

I'm a versatile video game AI developer with a robust educational foundation in game development and computing. My journey with video games began as a child, creating small games that sparked my passion for development. This helped me to evolve it into a dedicated career.

One of my proudest achievements is developing my own graphics engine using Directx 11 and Opengl. This challenging project deepened my understanding of graphics programming and technical problem-solving.

I'm particularly fascinated by AI development, creating intelligent agents and simulations that bring virtual worlds to life. Whether it's NPC behaviours or evolutionary algorithms, I love exploring how AI can enhance gameplay experiences.

## EXPERIENCE

### AI PROGRAMMER | *Watermill Studios*

**Sep 2023 - Jul 2024**

- Developed and implemented advanced AI algorithms to enhance gaming experiences and optimize performance.

- Collaborated with cross-functional teams to integrate AI solutions seamlessly into existing game frameworks and systems.

- Conducted thorough testing and debugging of AI modules, ensuring high reliability and efficiency.

- Participated in code reviews and contributed to the refinement of coding standards and best practices.

- Assisted in the documentation of AI processes and systems to maintain clear records and facilitate future updates.

- Contributed to brainstorming sessions and design meetings to identify opportunities for AI enhancements.

### ENGINE AND GRAPHICS PROGRAMMER | *Vorpal Engine*

Sep 2023 - Jun 2024

- Developed and optimized engine features for high-performance 3D graphics rendering and simulation.

- Collaborated with a team of programmers to design and implement cutting-edge graphics algorithms.

- Enhanced rendering pipelines to support real-time graphics solutions and improve frame rate efficiency.

- Integrated advanced shader techniques and lighting models to elevate visual fidelity.

- Contributed to cross-platform compatibility efforts, ensuring consistent graphical performance on various devices.

- Diagnosed and resolved performance bottlenecks, achieving significant improvements in rendering speed.

- Assisted in the development of custom tools to streamline the content creation pipeline for artists and designers.

- Researched and applied the latest graphics technologies and industry best practices to support project goals.

- Delivered comprehensive documentation to facilitate ongoing development and future upgrades.

## REFERENCES

**Assad Bokhari**

*Lecturer*

assadbokhari@rocketmail.com

Gustavo Aranda

*Lecturer & Scrum Master*

garanda@esat.es

## HOBBIES

- Gaming (Strategy, management)
- Reading (Fantasy, Sci-fi)
- Board Games
- Climbing
- Fencing
- Archery