

# Èric Canela



## Animation & Gameplay Programmer

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## Skills

### Main Programming

#### Languages:

- C++
- C
- C#

#### Other Languages

- Java
- Python
- PhP
- MySQL
- Lua

#### Tools:

- Unreal
- Unity
- OpenGL
- SDL2
- ImGUI
- Visual Studio
- Android Studio

#### Languages:

- English (fluent)
- Spanish (native)
- Catalan (native)

## Work Experience

### Animation & Gameplay Programmer

Alkimia Interactive | *Sept. 2021 – Present*

- Developed the main controllers of the game, like the Main character and creatures, and implemented other Animation Blueprints for Base movement and Combat.
- Worked with a third party Motion Matching plugin and implemented the full movement for main character to use it.
- Implemented Traversal System to allow the characters traverse the world freely in different ways (Vault, jump over fences, climb low/high obstacles).
- Implemented Control Rig for Fullbody IKs system.
- Used some Animation Optimizations techniques like Multithreading and FastPath inside the AnimBPs, for better performance.
- Implemented Layering System + Linked Layers, to allow having different AnimBPs with different behaviors and have modularity on animations playing with the custom layers.
- Usage of Motion Warping solutions for better sync of animations during gameplay.
- Development using Gameplay Ability System (GAS) to make several gameplay actions, like climbing, aiming and others that you can perform in any open-world game.

### Freelancer – Web Developer

SQOEM, Serveis Informatics 2016, S.L | *Jun. 2017 – Aug. 2020*

- Developing Websites with Wordpress and Internal Development Kit for the University of Lleida, and high educational spheres of Lleida.

### Mobile Software Intern

SOSTECA EUROSERVICES, S.L | *Jun. 2016 – Jul. 2016*

- QA Testing of the applications under development. Software development of a Mobile App for health care purposes, using Java and MySQL.

## Education

### Degree in Videogame Design and Development

Centre de la Imatge i la Tecnologia Multimèdia (CITM UPC) | *2021*

### HNC in Telecommunications and Computer Systems and HNC in Cross-Platform Application Development

Centro de Formación Profesional La Salle Mollerussa | *2017*

- **Key achievement:** Best student record of the class of 2017.

## Personal Projects

*For more information on other projects, visit my website.*

### Dynamic Parkour System | Unity Plugin 2021

Final Degree Project

Dynamic Parkour System is a FREE plugin for Unity that allows anyone to import any model and have an already working controller with parkour capabilities like in Assassin's Creed games. This plugin was released for any developer in the needs of having an easy and fast prototype controller so they do not need to implement complex animation systems.