



# Iker Giménez Bilbao

## SENIOR SOFTWARE ENGINEER

Projects		
	August 2023 - Present	<b>Star Stable Online - Star Stable Entertainment</b> <ul style="list-style-type: none"><li>– Launched a major refactoring project in progress after a handover from a senior developer going on leave</li><li>– Advised on technical decisions and workflow improvements to work better with other teams</li><li>– Documented older systems before refactoring them to better understand the scope and goals of refactoring</li></ul>
	April 2022 - April 2023	<b>Untitled Internal IP - Stellar Entertainment Software</b> <ul style="list-style-type: none"><li>– Designed and maintained build system infrastructure for UE5 project</li><li>– Built tools to aid with source control management and build automation</li><li>– Mentored junior team members and guided technical decisions on best practices</li></ul>
	January 2022 - April 2022	<b>Horizon Zero Dawn Remastered - Stellar Entertainment Software</b> <ul style="list-style-type: none"><li>– Enhanced asset import pipeline to bring in newer higher quality assets across engine versions</li></ul>
	October 2019 - October 2021	<b>Dreamworld Unreal Engine 4 - Funcom</b> <ul style="list-style-type: none"><li>– Expanded telemetry system to improve player behavior data gathering capabilities</li><li>– Delivered continuous support to a live game</li><li>– Integrated static analysis tools in CI/CD system</li></ul>
	April 2019 - September 2019	<b>HyperScape - Ubisoft Barcelona</b> <ul style="list-style-type: none"><li>– Improved build pipeline tools</li><li>– Refined existing development tools</li><li>– Authored workflow documentation</li></ul>
	August 2017 - April 2019	<b>Assassin's Creed 3: Remastered - Ubisoft Barcelona</b> <ul style="list-style-type: none"><li>– Upgraded and maintained crash report and analysis tools</li><li>– Authored tools used by the art department to prioritize work</li><li>– Educated team on engine workflows and the use of crash report tools</li></ul>

<b>Work Experience</b>	August 2023 - Present	<b>Senior Gameplay Programmer</b> Star Stable Entertainment
	January 2022 - April 2023	<b>Senior Software Engineer</b> Stellar Entertainment Software
	October 2019 - October 2021	<b>Engine Programmer</b> Funcom Oslo
	June 2017 - September 2019	<b>Junior Engine Programmer</b> Ubisoft Barcelona
<b>Education</b>	Graduated June 2016	<b>Bachelor of Science in Computer Science</b> <b>DigiPen Institute of Technology Europe-Bilbao</b> Degree: Real Time Interactive Simulations Minor: Mathematics
<b>Skills</b>	<div> <div>Programming Languages</div> <ul style="list-style-type: none"> <li>• C++</li> <li>• C</li> <li>• Python</li> <li>• GLSL</li> <li>• HLSL</li> <li>• C#</li> <li>• PowerShell</li> </ul> </div> <div> <div>Tools</div> <ul style="list-style-type: none"> <li>• Microsoft Visual Studio</li> <li>• GCC</li> <li>• Clang</li> <li>• SIMD</li> <li>• Git</li> <li>• Perforce</li> <li>• Crash Dump Debugging</li> <li>• SQL Databases</li> <li>• Virtual Machines</li> <li>• RenderDoc</li> <li>• Xbox SDK</li> <li>• PlayStation SDK</li> <li>• Unreal Engine</li> <li>• TeamCity</li> <li>• PowerShell</li> <li>• Bash shell</li> <li>• Batch shell</li> </ul> </div>	