



# PETER CUTINO MATA

## GAME UI DEVELOPER

### CONTACT

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### EDUCATION

**B.S. IN SOFTWARE ENGINEERING**  
*University of Seville, Seville /*  
 2015-2021

**MASTER IN VIDEOGAME PROGRAMMING**  
*U-Tad, Madrid /*  
 2020-2021

### ABOUT

**DUAL NATIONALITY**  
*Spanish and U.S citizen*

### EXPERTISE

- Teamwork:** Experience working with large teams and leadership
- Creativeness:** Trying interesting ways to approach tasks
- Constant Learning:** Obtaining new skills for personal growth.

### LANGUAGES

- Spanish:** Native
- English:** Fluent / C1 (2017) Idiomas - University of Seville

### PROFILE

Ambitious Game Programmer seeking a position in which my creative skills and programming knowledge can be used as an asset for the company. My goal is to create games that everyone can enjoy.

**Portfolio** – <https://cutino.com/portfolio/>

### SKILLS

In my **bachelor's degree** I learned the basics of Computer Software Engineering: Mathematics, Physics, Circuits, Algorithms, Images/Sound processing, 3D modeling, Logic, Networks and AI. I also have worked with Web Development (Backend & Frontend) and Project Management (Agile Methodologies).

In my **master's degree** in videogame programming, I learned C++ fundamentals, Game Architecture, 2D/3D Programming, Audio with OpenGL libraries, Network Programming, Physics, AI, UI and Engines: Unity and Unreal Engine 4.

My strengths are Code Conflict Management, decision making and responding to feedback.

### EXPERIENCE

#### ADVANCED TECNOLOGIES: FRONT-END / MINSAIT

**Front-End Programmer - BBVA Project** April 2022 – Current

I work full time at Minsait researching Front-End technologies and creatively devising new competitive and innovative digital products and services in the market. The goal is to meet user needs, empathizing with their consumption patterns and behaviors. Development of HTML/SCSS/JS, React, Angular, Ember and Vue applications.

#### STEELBOUND / FINAL PROJECT FOR MASTER

**UI Programmer** January 2021 – October 2021

Unreal Engine 4 (C++) - 18 members (9 programmers, 6 designers and 3 artists)  
[PlayStation Talents Finalist](#) and [2021 Award Winner](#).

Trailer: [Video](#)

Full-time job in an indie studio called Ishtar Studios as part of our Master's Degree in Video Game Programming at U-Tad.

As a programmer, I oversaw the User Interface in a Cooperative and Online Multiplayer game.

While working in C++ in Unreal Engine 4 I've been employing the engine's tools as much as possible: Slate styles, Timer managers, TSharedPtr, Delegates, Property replication, 2D Animations, Anchors, Animated dynamic materials... all this in order to develop a 2-player lobby room, scalable project HUD, Input Tracking, Developers menu, Settings (Resolution, music and sounds) among others.

### TECHNICAL SKILLS

#### Programming languages



#### Engines

