

## ABOUT ME

I am an Unreal Engine C++ developer that has expertise in multiplayer videogames and XR. I have also taken the role of product owner and team lead in some projects.



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[LinkedIn](#)



Murcia, Spain

## SKILLS

C++

UE

UI

XR

Online  
Multiplayer

Product  
Owner

Blueprints

Team Lead

## LANGUAGES

English - FCE 2017

Spanish - Native

Japanese - JPLT N5

Valencian - Elemental

## INTERESTS



# BEATRIZ SABATER

Unreal Engine C++ XR Programmer

## JOB EXPERIENCE

### SENIOR PROGRAMMER

SINCE DEC 2022

*The Game Kitchen*

C++ and Blueprint programming in All On Board!, a VR multiplayer project that aims to revolutionize the way board games are played.

### SENIOR PROG.

MAY 2020-NOV 2022

*La Frontera VR (Extendra)*

C++/Blueprint programming and Project Management in multiple online multiplayer projects in VR and AR.

## EDUCATION

### DEGREE IN MULTIMEDIA ENGINEERING

*Alicante University, Spain*

2012-2017

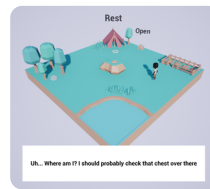
### TRAINING PROGRAMME 600H

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

*Coco School, Alicante, Spain*

2016-2017

## GAME JAMS



Roles: Main Programmer, Project Manager, Team Lead

AND MORE...

## OTHER PROJECTS

### EXTENDRA PROJECTS

Senior programmer / Project Manager

• [Extendra HUB for VR Meetings](#)

• [VR ESADE Campus Virtual](#)

• [AR iOS APP for U.S. school](#)

### TUMTUM

Programmer / Project Manager

Final Degree videogame. Built practically from scratch, it has its own graphic engine using OpenGL.