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.

SKILL

UE C++ XR BP
Online Multiplayer
Product Owner Team Lead

LANGUAGES

English - FCE 2017

Spanish - Native

Japanese - JPLT N5

Valencian - Elemental

INTERESTS

GAMEJAMS

BEATRIZ SABATER

Unreal Engine C++ XR Programmer

dev@beatrizsabater.es   www.beatrizsabater.es

+0034646172149   LinkedIn   Alicante, Spain

JOB EXPERIENCE

SENIOR PROGRAMMER   THE GAME KITCHEN
SINCE DEC 2022

Meta Quest Steam UE5 C++ Multiplayer VR EOS

BOOTCAMP TEACHER   LEVEL UP GAME DEV HUB
SINCE JAN 2025

Advanced video game programming with Unreal Engine

COURSE TEACHER   ZIGURAT INSTITUTE OF TECHNOLOGY
NOV 2023-MAR 2024

Virtual Reality for the Architecture

PROGRAMER & PROJECT MANAGER   EXTENDRA
MAY 2020-NOV 2022

B2B VR AR Product Owner Team Lead Designer
UE4 C++ BP Multiplayer AWS

EDUCATION

MASTER'S DEGREE IN COMPUTATIONAL ENGINEERING AND MATHEMATICS

Open University of Catalonia, Spain   2023-2025

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

CHECK OUT THE PROJECTS I'VE WORKED ON!

ALL ON BOARD!

A VR tabletop platform for playing with friends. I was responsible for designing and implementing the main framework in C++, developing key features such as object grabbing, EOS online multiplayer, recovery drop system, slot mechanics, shaders, and mod support, among others.

the game Kitchen   STEAM®   Meta Quest

VR ESADE VIRTUAL CAMPUS

Virtual campus developed to facilitate online teaching. I was the project manager and secondary developer, responsible for client communication, project and team management, requirements elicitation, and user testing. I also assisted on-site during the initial classroom, ensuring a smooth experience for end users.

esade   EXTENDRA

ARCADIA EARTH EDU

iOS application implemented in educational centres across the U.S. to raise awareness of the climate crisis due to the human impact on the environment. I was responsible for programming all the interfaces, leading the project and team, and coordinating with the client, a renowned creative director.

EXTENDRA   ARCADIA EARTH   App Store
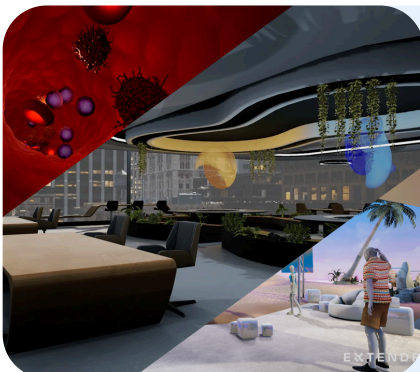
OTHER EXTENDRA PROJECTS

At Extendra, I worked on various software projects, progressing from junior programmer to project manager. I ensured timely, high-quality deliveries, aligning with client needs and joining their meetings. My tasks included managing teams, organizing backlogs, setting priorities, and directing efforts efficiently.

EXTENDRA