

Marcos Pardo Estelles C++ Developer

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📍 Valencia, Spain

🔗 <https://pardoestell.es>

About me

I'm a C++ and graphics programmer passionate about game engine development and real-time rendering. I love tackling technical challenges, optimizing performance, and pushing graphics tech forward. Beyond coding, I enjoy sharing knowledge, mentoring others, and contributing to projects that inspire those around me.

Education

BSc in Computer Science for Games 09/2024 – 05/2025 | Sheffield, England
Sheffield Hallam University
[Predicted Grade: First Class] Studied a top-up year at Sheffield Hallam University, deepening my knowledge of C++ and graphics programming.

HND in Computing 09/2021 – 06/2024 | Valencia, Spain
Escuela Superior de Arte y Tecnología
[Distinction - Graduated with Honors] Studied for three years at ESAT, specializing in C++ and graphics programming with OpenGL. Gained experience in low-level assembly, Linux environments, and embedded systems like Raspberry Pi.

Projects

Wanted: Yokai Uprising 📁 09/2023 – 07/2024
Steam Published First-Person Shooter Developed in Unreal Engine 5.2

- Part of a 16-member team, following **Agile Methodology**
- Focused on **gameplay programming** and **core mechanics**
- Developed **mission objectives** using **event-based programming**
- Contributed to **multiplayer functionality**

Mutant Engine 09/2023 – 07/2024
Custom Rendering Engine with Advanced Graphics Features

- Real-time **C++20** and **OpenGL 4.6** rendering engine
- Focused on **performance** and **modern techniques**
- Features **ECS**, **resource manager**, and **multithreaded job system**
- Supports **deferred rendering**, **MDI**, **bindless textures**, **SSBO**, **vertex pulling**, and **compute shaders**
- Implements **SSGI** and **SSAO** for enhanced visuals

PS5 Engine 09/2024 – 05/2025
Custom PS5 Engine with Advanced Rendering Capabilities in C++

- **Deferred rendering pipeline** with **Blinn-Phong illumination**
- **Modular post-processing system** for enhanced visuals
- **Model and texture loading** with an efficient **resource manager**

PS5 Chess Game 01/2025 – 05/2025
PS5 Game Developed with Custom Engine and C++

- Developed in a team of six using a custom engine
- Focused on **graphics programming**, **post-processing effects**, **engine programming**, and **core gameplay mechanics**

Skills

Programming Languages

C, C++ (20), C#
Go, Lua, Python

Game Engines

Unreal Engine 5
Unity

Graphics frameworks

OpenGL 4.6
PlayStation 5 API, PSSL

Software

Nvidia Nsight Graphics and Render Doc
Visual Studio and Rider
Git and Perforce