Xavier Rebasa Moll	llomasaberreibax@gmail.com
Generalist Software Engineer	rebasamo.github.io

Skills

- Programming Languages: C++, C
- Game Engines: Unreal Engine 4/5, Propietary
- Platforms: PC
- IDEs: Rider, Visual Studio
- Shaders: HLSL, GLSL
- APIs: OpenGL, DirectX, ImGui, STL, Intel TBB
- Scripting: Python, Lua
- Project Generation: GENie, Sharpmake
- Project Management: Jira
- Version Control: Git (Desktop, CLI), Perforce (P4V)

Work Experience

Creative Assembly

2019-2022

- Trainee Gameplay Programmer 2019-2020
  - First joined on the History team working after the release of "Total War: Three Kingdoms" fixing bugs as an introduction of the codebase.
  - Moved shortly after to the Fantasy team to work on bugs and DLC feature modifications for "Total War: Warhammer 2"
- Associate Gameplay Programmer 2020-2021 & Gameplay Programmer 2021-2022
  - Started working on "Total War: Warhammer 3"
    - Implemented and mantained features for different races
    - Optimization to existing systems
    - Tool implementation for asset management

The Multiplayer Group
2022-2025

- Software engineer
  - Client (UE4): In engine work related to shipping and shader compilation profiling and optimization
  - Internal (UE4): Setup and use a map data server to generate a interactable map on Unreal Engine 4 using real world map information
  - Client (UE5): Create new and modify existing gadgets to interact with the existing users on a map
  - Internal (UE5): Create and maintain a system that allows for any item in a scene to be tinted/cleaned on top of existing materials

  During the last project I passed a performance review to receive a recommendation to get a promotion to Senior Software Engineer on the following salary review.

Education

HND in **Computing and Systems Development**

Escuela Superior de Arte y Tecnología (ESAT) – 2018

Bachelor of Science with **First Class Honours** in **Computer Science for Games**

Sheffield Hallam University – 2019

Projects

Beer'em Up – Steam (https://store.steampowered.com/app/945880/Beerem_Up/)

One of the main projects of the last year at ESAT. A group of 5 artists and 5 programmers working together on a game for a year. This tried to emulate a videogame creation from start to finish including development and advertising. We had the opportunity to work together with a group of Berklee Valencia musicians which provided the soundtrack and sound effects for the game.