CARLOS PEÑA

SOFTWARE PROGRAMMER

CONTACT

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EDUCATION

UPC - CITM University

- Bachelor of Game Design and Development

2017 - 2021

SKILLS

LANGUAGES

- C/C++
- Python
- GLSL
- HLSL

VCS / AGILE TOOLS

- Jira
- Confluence
- Bitbucket
- Git

ENGINES

- Unreal 5
- Godot
- Irrlicht

PLATFORMS

- Windows
- Linux

LANGUAGES

- Spanish (Native)
- Catalan (Native)
- English (Advanced)

PROFILE

Currently working as a full-time C++ Lead Systems programmer at ZITRO Games in Barcelona, Spain. I'm actively involved in the development of a server-based engine for multiplayer client applications and games, working diligently to maintain and expand our proprietary server engine and implementing new tech tools, simulators and performance tests.

I hold a bachelor's degree in Game Design and Development from the university of UPC at CITM in Spain.

WORK EXPERIENCE

ZITRO Games

Lead Systems Programmer — Sep 2025 - Present

- Coordinating tasks and schedules, reviewing pull requests, mentoring team members, and reporting progress to senior management.
- Working closely across multiple departments, including database, PHP, and client teams, to align technical solutions with product needs.
- Proposing and implementing tools and architectural solutions to improve performance, scalability, and overall server-side systems support.

C++ Systems Programmer — Jan 2024 - Sep 2025

- Contributed to the maintenance and enhancement of our proprietary systems engine in graphics, UI, localizations, I/O, and hardware stuff.
- Involved in a server-based framework that facilitates communication with various client games while managing data from databases.
- Responsible for refining our network server through multiple refactors and implementing performance tools following best software practices

Junior C++ Programmer — Dec 2021 - Dec 2023

- Contributed to the development of multiple game slot titles, including FuShou Qi Tian, Epic Kingdom, and Billy The Pig.
- Played a pivotal role in revamping existing titles to align with the latest iterations of our gaming frameworks.
- Conducted extensive refactoring of the engine, enhancing performance and streamlining game pack management.

PROJECT BACKGROUND

FUME Engine

3D Game Engine written from scratch in Modern C++20. It features a API-agnostic renderer architecture, a cache-friendly ECS design and much more!

more in my portfolio