

Enrique Francisco Alemany Martinez

Summary

Experienced Senior Graphics Programmer with over 6 years of experience in real-time rendering.
Low-level graphics programming and shader development across DirectX and Vulkan.
Proven track record of creating, maintaining, and delivering high-fidelity graphics solutions for games.

Skills

- Shader optimization.
- Engines: Unreal Engine, Unity, Warscape
- Cross-team collaboration.
- Building and maintaining In-Engine Tools.
- Nsight, Renderdoc, Pix, Razor
- DirectX 11, DirectX 12, Vulkan, HLSL, GLSL.
- GPU profiling.

Experience

Senior Graphics Programmer 04/2025 - Current
CodeDev (The unreal guys), Valencia, Spain

Assistance with performance in Unreal Engine 5.
GPU crashes, debugging, and fixes.
Aftermath integration.
Console GPU performance analysis.

Senior Graphics & Tools Engineer 02/2025 - 04/2025
Mountaintop Studios, Valencia, Spain

Optimize compute shaders for our ink rendering pipeline.
Working on console optimizations and min-spec PC compatibilities.
Collaboration with artists to improve shader workflows and performance.
General Game Engine Optimizations.

Graphics & Tools Engineer 08/2022 - 02/2025
Mountaintop Studios, Valencia, Spain

Focus on compute shader optimization and engine performance.
Developed a Livelink tool for Blender to communicate with our inking tool, allowing real-time Blender editing to be reflected in the Unreal Engine.
Providing new features to help artists achieve their visual goals.

Graphics programmer 04/2021 - 08/2022
Creative Assembly, Horsham, UK

Primarily focused on GPGPU programming.
Collaborating with the VFX team to develop and integrate new features, enhance engine usability, and expand debugging capabilities.
Maintaining and expanding the VFX system, added a new ribbon system, fully GPU-driven from scratch.

Associate Graphics programmer 04/2020 - 04/2021
Creative Assembly, Horsham, UK

Primarily focused on learning and implementing modern, real-time VFX rendering techniques..
Collaborating with the VFX team to enhance engine performance and capabilities.
Maintaining and taking ownership of the VFX system in the engine.

Trainee Graphics programmer 06/2019 - 04/2020

Creative Assembly, Horsham, UK

Gaining hands-on experience in a professional game development environment, with a focus on how real-world development processes impact engine design.

Learning to collaborate effectively across disciplines, including communication with artists and tools teams, to align on shared goals.

My role involves working within the VFX team to improve the engine's visual effects capabilities.

Education and Training

Bachelor of Science, BSc Computer Science For Games, Top Mark., 06/2019

Sheffield Hallam University, Sheffield, UK

HND, Computing & Systems Development For Games , 06/2018

ESAT, Valencia, Spain

Projects

- Mafia: The old country
- Spectre Divide
- Total War: Warhammer III
- Total War: Three Kingdoms
- A Total War Saga: Troy

References

References available upon request.