



# Jose Luis Romaguera Montero

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Personal Web: <https://joseromaguera.com/>

Birthdate: 20/04/2001

I'm a programmer specialized in low-level systems, game engines and real-time applications. Passionate about deeply understanding complex problems and crafting high-performance, innovative software that elevates interactive experiences.

More information and featured projects on my Personal Website: <https://joseromaguera.com/>

## Experience

- **Silver Engine** - Game Engine Programmer (March 2020 - September 2024).
  - Developed a 2D and 3D game engine from scratch using C/C++.
- **Glimmer Chain** - Founder and Lead Programmer (June 2022 - April 2024).
  - Developed the game using C/C++ and **Silver Engine**.
  - Delivered a polished and finalized product, showcasing complex mechanics and a high level of technical refinement.
- **Cosmic Spell** - Game Programmer (March 2022 - present).
  - Contributed to the development of a mobile Unity-based game using C#, working on networking, gameplay, UI and internal tools.
- **Dreamlight Games** - Game Programmer (December 2022 - June 2024).
  - Worked on a Unity-based game implementing gameplay features in C# ensuring maintainability.

## Skills

- Programming in C/C++ (since 2018).
- Optimization for complex systems.
- Graphics engine programming (Vulkan, OpenGL, DirectX11).
- Tools programming, visualization systems, and interactive experiences.
- SQL databases
- UI programming (retained and immediate mode).
- Programming in C#, Java, and Python.

## Education and languages

- **Vocational Training in Multi-platform Application Development:** IES Consuelo Aranda.
- **High School Diploma:** IES Bernat Guinovart.
- **Languages:** Spanish, valencian and english.