

Daniel Otero Prol



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Profile

I am a telecommunications engineer and videogames programmer currently working as an engine programmer at Smilegate Barcelona, a new studio built from the ground up.

I collaborated on creating the main tools and workflows, ensuring project stability across multiple platforms, enhancing the engine's default spawning system, managing engine merges and updating to newer versions, and offering technical support to the team, not just being limited to Unreal Engine.

Previously I worked at Carla an open-source simulator for autonomous driving research, as a member of the Core team. My main tasks were related to the server side of Carla API and Unreal Engine such as networking communication, rendering, streaming and optimization.

During my time in Carla, I worked simultaneously as a freelance Software Engineer developing different jobs mainly related to video game porting and optimizations in collaboration with Parallel Circles.

I started my career at BlitWorks, where I had the opportunity to port several games to multiple platforms and was forced to delve into different areas which provided me with valuable learning experiences.

I consider myself a highly motivated and hard-working person, always striving to improve my skills and learn new things. My main focus always has been game porting, engine and code optimization but I'm also interested in exploring other areas such as networking, AI, and rendering. In my spare time, I love to swim and of course, play video games.

Skills

Languages	English (Fluent), Spanish (Native), Galician (Native)
Programming Languages	C++, C, C#, ARM Assembly, Java
Scripting Languages	Python, Lua, Bash
3D Computer Graphics	OpenGL, OpenGLES
Game Engines	Unreal Engine, Unity
Platforms	PS4, PS5, XBO, Nintendo Switch, Stadia, Android, iOS
Other technical skills	Git, Perforce, Plastic

Work Experience

May 2021 - Present
Barcelona, Spain

Engine Programmer
Smilegate Barcelona

Oct 2019 - May 2021
Barcelona, Spain

Software Engineer
CARLA (CVC and OSVF)

Aug 2019 - May 2021
Remote work

Freelance Software Engineer

Sep 2018 - Aug 2019
Barcelona, Spain

Software Engineer
BlitWorks

Jul 2014 - Aug 2015
A Coruña, Spain

Network Engineer Intern
R Cable y Telecomunicaciones Galicia, S.A.

Feb 2014 – Dec 2014
Vigo, Spain

Front End Developer
Chattyhive (startup)

Projects

CARLA Linux, Windows
Open-source simulator for autonomous driving research. Software engineer.

A place for the Unwilling (Freelance) Stadia, Nintendo Switch, PS4, Xbox
Porting. Software engineer.

Braid, anniversary edition (BlitWorks) Linux, Mac
Porting. Software engineer.

Fight'N Rage! (BlitWorks) Nintendo Switch
Porting. Software engineer.

Don't Starve (BlitWorks) Android, IOS, Nintendo Switch, PS4, Xbox One
Porting. Software engineer.

Fuel Renegades (Modular Souls) PC
Student project. Generalist programmer.

Education

2015 - 2018
Valencia, Spain

HND Computing and systems development, Distinction.
ESAT (Escuela Superior de Arte y Tecnología)
Award for the best academic record.

2009 - 2015
Vigo, Spain

BSc of Telecommunication Engineer
University of Vigo