

DAVID ESPADA

Unreal Engine Programmer · C++

Spain · Open to relocation & remote | davidlespada@gmail.com | linkedin.com/in/davidlespada | dlespada.com

// PROFILE

Unreal Engine C++ programmer with 5+ years shipping on PC, PS5, and Xbox Series X|S. Led the full C++ architecture of The Occultist (Daedalic Entertainment) – GAS, 3Cs, CommonUI, tech animation, console porting. Currently Senior Gameplay Programmer at GRIP Studios.

// EXPERIENCE

SENIOR GAMEPLAY PROGRAMMER

2025 – Present

GRIP Studios · Remote

- ▶ Unannounced AAA multiplayer title in full production; details under NDA.
- ▶ Unreal Engine C++ core gameplay systems and multiplayer replication architecture.
- ▶ Cross-team feature ownership alongside a seasoned AAA team.

UE5

Unreal Engine C++

Multiplayer

Replication

LEAD PROGRAMMER

Aug 2021 – 2025

Daloar Studios (formerly Pentakill) · The Occultist

Devcom 2023 Blockbuster Award · Best Indie – FreakCon Málaga 2022 · Gamescom 2024

- ▶ Lead engineer on a AA UE5 narrative horror – shipped April 8, 2026 on PC, PS5, and Xbox Series X|S.
- ▶ Published by Daedalic Entertainment; voiced by Doug Cockle (Geralt of Rivia).
- ▶ Designed and shipped full GAS (Gameplay Ability System) architecture for the entire game.
- ▶ Owned all 3Cs – Character, Camera, Controls – from blank project to ship.
- ▶ Integrated CommonUI; architected technical animation and locomotion systems.
- ▶ Ported the title to PS5 and Xbox Series X/S devkits; handled certification preparation.
- ▶ Hired and mentored junior developers; ran technical interviews.

GAS

3Cs

CommonUI

Tech Animation

PS5

Xbox Series X/S

VR PROGRAMMER

Oct 2020 – 2021

FrameOver

- ▶ VR experience and interactive prototype for Oculus Quest 2.
- ▶ Built the full VR interaction system from scratch: UI navigation, SDK integration.
- ▶ Android profiling to hit stable FPS targets on-device.

UE4

Quest 2

Android Profiling

// SELECTED PROJECTS

THE YELLOW ROBOT

Epic MegaJam 2023 · Winner

Sole programmer on the winning entry. Featured in Epic Games' official announcement.

KIBUS

Solo · 2019 · #1 on itch.io

Solo jam game that hit #1 on itch.io and held the spot for several days.

C.I.E.V

PrimerFrame · 2020 · Diploma Project

Sole programmer – base systems, player programming, all UI.

NODINE

Solo · Ongoing

Personal project with published devlogs on itch.io.

// TECHNICAL SKILLS

Software & Languages

Unreal Engine 5 / 4 · Unreal Engine C++ · Blueprints · Python · Perforce · Git

Gameplay

GAS · 3Cs · CommonUI · Slate UI · Behavior Trees · EQS · Anim Programming · Multiplayer

Platforms

PS5 devkit · Xbox Series X/S devkit · Quest 2 / VR · Android profiling

Leadership

Mentoring · Technical interviewing · Cross-discipline feature ownership

// EDUCATION

DIPLOMA IN GAME DEVELOPMENT

2019 – 2020

PrimerFrame Game Development Programme – Programming, Animation, 3D Art

// LANGUAGES

Native Spanish · Professional English

David Espada · Unreal Engine Programmer · C++

References available on request