

# Kingsley Shyne Mattis Sogorb

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Experienced Systems & Tools Programmer (C++) specializing in modular, scalable gameplay systems, custom editor tools, and combat/gameplay mechanics in Unreal Engine. Skilled at optimizing workflows and building efficient, reusable game systems.

## PROFESSIONAL EXPERIENCE

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### Plugin Developer (Unreal Engine) 2024 - Present

- Develop and maintain modular combat plugin for rapid prototyping (Unreal Engine, C++)
- Design and implement reusable weapon components for multiple gameplay scenarios.
- Create custom editor tools to streamline modular weapon creation and asset management.
- Optimize bullet simulation with object pooling and SoA for SIMD performance.

### Systems and Mechanics Programmer at Avtrix Games (Unreal Engine) 2019 - 2024

- Implement advanced combat engine with per-bone and type-based damage and dismemberment.
- Develop parkour mechanics for player and AI integrated with faction system.
- Build inventory and character-world interaction systems supporting emergent gameplay.

### Gameplay Programmer Intern at Devilish Games (Unity) 2023-2023

- Program traps, player interactions, and mechanics for 2.5D parkour platformer prototype.

### Games Prototype Programmer Intern at Devilish Games (Unity) 2021-2021

- Prototype mobile games including parking simulator and physics-based space racing.
- Assist in prototype development of mobile gameplay mechanics and interactive systems.

## EDUCATION

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### IES HERMANOS AMORÓS

- Intermediate Vocational Training in Microcomputer Systems and Networks* 2021
- Higher Vocational Training in Web Application Development* 2024

### IES PACO MOLLÁ

- Specialization Course in Video Games and Virtual Reality* 2025

## LANGUAGES

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- Spanish: Native
- English: Fluent
- Catalan: Native
- German: Basic
- Polish: Basic

## TECHNICAL SKILLS

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- **Programming Languages:**
  - C++ (Expert: memory management, templates, type erasure, metaprogramming)
  - C# (Proficient)
- **Game Development & Tools:**
  - Unreal Engine: Editor tools, custom node-based editors, asset management
  - Gameplay systems, debugging, profiling
  - Runtime vs Editor optimization
- **Core Strengths:**
  - Modular architecture & scalable code design
  - Problem solving & performance optimization
  - Template-driven design & flexible tool pipelines

## ADDITIONAL INTERESTS

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- Volunteer dog caretaker and trainer, fostering responsibility, patience, and teamwork—skills I carry into collaborative game development.
- Experienced swordsman, disciplined and focused, bringing precision and dedication to complex systems design.
- Writer in free time, passionate about storytelling and world-building, which inspires creativity in gameplay and narrative design.