

Gonzalo Ceciliano de la Peña

Lead Game Programmer | Graphics & Rendering | Lead developer on BAFTA-nominated *Paper Trail*

Norwich, UK | +44 (0) 7471 260 039 | gonzaloceciliano@gmail.com | consalvo.xyz | github.com/Consalvo | [linkedin.com/in/gonzaloceciliano](https://www.linkedin.com/in/gonzaloceciliano)

UK Skilled Worker visa (sponsorship transfer required; eligible for ILR in 2028)

Profile

Graphics-focused lead programmer with 7+ years shipping on PlayStation, Xbox, Nintendo Switch, PC, iOS and Android. Lead developer on BAFTA-nominated *Paper Trail* (81 OpenCritic, 95% positive on Steam): built its runtime mesh-cutting and triangulation system and its custom render pipelines, and ported it to 9 platforms, holding 60fps on low-end hardware. Builds C++ engines as personal projects, including a C++20/Vulkan renderer built around a render graph. Leads a small programming team and plans features day to day with art and design. Looking for a senior or lead graphics role at a large studio in England.

Technical Skills

Languages	C++ (C++20), C#, HLSL, ShaderLab
Rendering	Custom render pipelines, render graphs, render passes, batching, culling, post-processing, compute shaders, shader optimisation
APIs & engines	Vulkan, OpenGL, Unity (Scriptable Render Pipeline, Shader Graph), Unreal Engine, own C++ engines
Performance	CPU and GPU profiling with RenderDoc and NVIDIA Nsight; frame-budget work for mobile and console
Maths & geometry	Linear algebra, computational geometry, runtime mesh generation, mesh cutting and triangulation
Platforms	PlayStation 4/5, Xbox One/Series X S, Nintendo Switch, PC/Steam, iOS, Android; cross-platform porting
Gameplay & systems	Data-driven architecture, combat systems, AI behaviours

Experience

Lead Developer, Newfangled Games, Norwich, UK	2020 – Present
- Lead developer on <i>Paper Trail</i>: BAFTA 2025 nominee for British Game, 70+ awards, 95% positive on Steam, 4.8/5 on iOS, 81 OpenCritic. - Lead a small programming team: set technical direction, break down features and plan schedules with art and design. - Designed and built the paper-folding system: runtime mesh generation, mesh cutting and custom triangulation that rebuild the world geometry as the player folds it. - Built bespoke Unity render pipelines with custom passes, batching, culling and post-processing, tuned separately for mobile and console. - Wrote HLSL compute and pixel shaders, plus ShaderLab and Shader Graph shaders, kept consistent across every platform. - Held 60fps on low-end devices by profiling CPU and GPU frames with RenderDoc and NVIDIA Nsight and removing bottlenecks. - Ported the game to PlayStation 4/5, Xbox One/Series X S, Nintendo Switch, iOS and Android, sim-shipping on 9 platforms. - Now lead programmer on an unannounced AA 3D action-adventure.	

Lead Developer, Farda Games, Mexico City, Mexico

2019 – 2020

- Led development of *Táctico*, a turn-based mobile strategy game extending the Dragonbond IP (over \$1.5m raised on Kickstarter).
- Designed the core game architecture and tactical combat systems.
- Built scalable, data-driven systems for units, abilities, AI behaviours and encounter flow.
- Implemented mobile-optimised shaders and VFX in Shader Graph and ShaderLab/HLSL.

Graphics Programmer, Estación Pi, Mexico City, Mexico

2018

- Delivered graphics and VFX programming for *G.R.E.E.N. The Life Algorithm* on Xbox One, PlayStation 4, Nintendo Switch and PC.
- Developed and optimised cross-platform shaders and VFX to meet console performance budgets.

C++ Engine Projects

EmptyEngine: C++20 / Vulkan

- Lightweight, modular game and rendering engine in modern C++20, running on Windows with a Vulkan backend.
- Rendering architecture built on a graphics-API abstraction layer and a render graph for fine-grained control of passes and resources.

EmptySource: C++ / OpenGL

- 3D game engine built as a university final project (461 commits), covering graphics, engine architecture, event systems, maths and 3D animation.
- Integrated SDL2, Assimp model loading, FreeType text rendering and NVML device info.
- Built a local-multiplayer prop-hunt FPS on the engine to prove it out.

Selected Awards: *Paper Trail*

BAFTA Games Awards: Nominee, British Game (2025)

DICE Awards: Nominee, Mobile Game of the Year

Gamescom Award: Winner, Best Family Game

SXSW Sydney: Winner, Best International Game

Reboot Develop: Winner, Game of the Year

Debug Magazine Awards: Winner, Game of the Year

Taipei Game Show: Best Mobile Game

Plus 70+ further awards and accolades

Education

BSc Game Programming, First-class Honours

SAE Institute México, 2017 – 2019

Languages

English (fluent), Spanish (fluent)