# Eduardo Rico Manzanera

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## 📁 PROYECTOS

**Underpacked (In progress)** ⬈
Master's degree final project using UE5 and C++.
My contributions to this project include:
- Several systems (Events, messages)
- Custom Smart Objects-like interaction system making use of **GAS** (abilities, effects and attribute sets)
- Utility AI system creating influences that vary that utility depending on the environment
- Action Points using Behavior Trees to link AI behaviors to SmartObjects. Use of EQS (Environment Query System) to choose the best action point regarding its utility value and other factors like distance or reachability.

**Simple Game Engine (In Progress)** ⬈
Custom game engine using SDL and trying to use an ECS architecture. C++.

**Firebones** ⬈
Prototype in which the "elemental" shooting system and the enemy AI stand out. Made with **UE4**.

**GrabBots Battle** ⬈
Online multiplayer game made with **UE4** using **C++**. ⬈
My contributions include:
- Multiplayer
- Several game modes
- Weapons and effects system
- Player and item spawn system
- Camera that adjusts to the players' location

**Goofyathlon** ⬈
Accelerometer based player input. Made with **Unity**.

**Y.A.B.S** ⬈
Replay system for creating duplicates of the player previous run. Made with **Unity**.

**Mission Accomplished** ⬈
I recreated all the rules logic. I also added automatic card generation and I18n. Made with **Unity**.

## 💼 EXPERIENCIA PROFESIONAL

2019 – present
Salamanca, Spain

**ARSOFT** ⬈
**Senior Software Developer**
Working in multidisciplinary teams for the creation of Augmented Reality and Virtual Reality applications made with Unity such as:

- Arthrocentesis medical procedure VR simulator.
- **Eyeflow:** ⬈ Ecosystem for digitisation of use and maintenance procedures used by clients like Navantia:
  - Content creation app
  - Multi-platform content visualisation app (PC, VR, AR Smartphones)
  - Multiplayer module for collaborative viewing
  - Several modules that allow its use at both training and industrial level

## 🧠 HABILIDADES

**Unreal Engine** (C++, GAS, Blueprints)

**C++**

**Unity** (C#)

**Version Control Systems** (Perforce, Git)

**Jira**

**Cloud** (Django, REST APIs, Cloud servers administration)

## 🌐 IDIOMAS

**English:** Advanced   |   **Spanish:** Native

## 🎓 EDUCACIÓN

**Master's Degree in Videogame Programming**
**UCM (Universidad Complutense de Madrid)**
2024 – 2025 | Madrid, Spain

**Master's Degree in Mobile Applications**
**UPSA (Universidad Pontificia de Salamanca)**
2019 – 2020 | Salamanca, Spain

**Degree in Computer Engineering**
**USAL (Univerisidad de Salamanca)**
2015 – 2019 | Salamanca,Spain