Carmen Ocampo Lourido

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ABOUT ME

I am a curious person and I like to learn new things. I try to have a positive attitude first and foremost.

SKILLS

> Teamwork
> Critical Thinking
> Problem Solving

PROGRAMMING LANGUAGES

> C
> C++
> C#
> Python

TOOLS

> Unreal Engine
> Unity
> Perforce
> Git
> Scrum

LANGUAGES

Spanish	Galician	English
Native	Native	High level

LINKS

> linkedin.com/in/carmen-ocalou
> ocalou.github.io
> horoyo.itch.io

EXPERIENCE

Video Game Programmer

Artax Games

MAR 2023 – Present

I work on the implementation of gameplay mechanics, sound and interfaces, also carrying out tasks aimed at porting to consoles on multiple projects. The main tools used are **Unity, C#,** and **Git**.

Intern

FDS, A DXC Technology Company

JUN 2021 – SEP 2021

I worked on tasks oriented to software development, mainly using data analysis tools (Grafana, Apache Superset, etc.), Docker and **Python**. We applied agile development frameworks, specifically **Scrum**.

EDUCATION

Master's Degree in Video Game Development

Complutense University of Madrid

OCT 2022 – SEP 2023

Bachelor's Degree in Computer Engineering

University of Santiago de Compostela

2018 – 2022

PROJECTS

Bluey: The Videogame

I carried out tasks of all kinds. I was in charge of implementing the game's music and helped in the implementation of the game's interfaces and gameplay mechanics. I also spent a lot of time on bug fixing.

Lunarpunk

Lunarpunk is a project developed as a master's thesis by a multidisciplinary team, made up entirely of students. I was in charge of implementing several game mechanics related to towers, which are a fundamental element of the game, in addition to different interfaces.