



MARINA CHAVARRIA

GAME PROGRAMMER

ABOUT ME

I'm a game programmer specializing in **object-oriented programming**, with almost 3 years of experience in the industry.

I have worked at Melbot, where I was involved in game development and **publishing for consoles**, as well as handling their ports.

Additionally, I have gained experience working for Magnetic, where I focused on mobile game development for a **live game**.

Furthermore, I successfully **launched** my own **Android game**, completed several internships and work as a **Unity teacher** for Xnergic.

I'm a very enterprising person, outgoing and eager for new experiences.

CONTACT

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🌐 [Portfolio - Personal web](#)

🌐 [LinkedIn](#)

LANGUAGES

- Spanish (Native)
- Catalan (Native)
- English (Advanced)

WORK EXPERIENCE

Console Game Programmer - Melbot

January 2022 - April 2023
October 2023 - Current

Nick Jr Party Adventure - PC & Console

- Implement key gameplay systems. (*level, menus, rewards...*)
- Re-develop a new UI system with DoTween, for improved performance.
- Develop the PlayStation 5 port and supported the PlayStation 4 port.
- Optimizing the game for Switch due to its limitations.
- Developed a tool for creating levels that was highly flexible, allowing designers and artists to seamlessly incorporate their artwork into the tool, with the map adapting to the art.
- Working with the Nintendo SDK, PS5 and PS4.
- Develop the marketing build (shortcuts, cheats, special cameras...)

My Little Pony - PC & Console

- Develop gameplay features.
- Responsible for the Play Station 5 port.
- Enhance its performance and resolve existing bugs.
- Working with the Nintendo SDK and Xbox to assist in the development.

Mobile Game Programmer - Magnetic

April 2023 - October 2023

Art Heist Puzzle - Android and IOS

- Developed significant features for a live game.
- Implementation of code for the client-server communication.
- Actively applied dependency injection in the codebase.
- Integrated third-party libraries and SDK into existing project.
- Debugged complex problems in existing code base.
- Develop the first in-game purchase system, from the client side.
- Participated in design meetings with other team members to discuss ideas for future content.

Unity teacher - Xnergic Tecnocampus

October 2020 - January 2022

- Provide classes about Unity, Scratch, and Arduino to children throughout the year.

EDUCATION

Videogame Programming and Design

2018 - 2023

Tecnocampus Pompeu Fabra

COMPETENCES

Languages

- C#
- C++
- Lua
- Python

Engines

- Unity
- Unreal
- Defold

SOFT SKILLS

- Communication
- Problem-Solving
- Teamwork
- Attention to detail
- Time management