

# Mario Galán Sobrino

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## Education

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### Sheffield Hallam University

BACHELOR IN COMPUTER SCIENCE || WITH FIRST CLASS HONOURS || GPA 4.0

Sheffield, United Kingdom

Sep 2023 – May 2024

### ESAT (Escuela de Arte y Tecnología)

HND IN COMPUTING - L5 || WITH GRADE DISTINCTION

Valencia, Spain

Oct 2020 – July 2023

## Experience

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### F1 Telemetry Project

PERSONAL PROJECT

- Python programming using FastF1, Matplotlib, Tkinter...
- Graphs with detailed lap data (times, compound, speed, rmp, delta...)
- Ability to choose any tracks and session
- Ability to choose and display multiple drivers and laps simultaneously
- Interactive user interface using Tkinter and CustomTkinter

Valencia, Spain

June 2025 – Ongoing

### Private programming lessons

SUBJECTS:

- Unreal Engine 5 (C++ & Blueprints)
- C++ programming
- OpenGL
- Algorithms and data containers
- Unity

Valencia, Spain

January 2025 – Ongoing

### A Night Indoors

PERSONAL PROJECT

- C++ and Blueprint programming using Unreal Engine 5
- The project has two AI models with their own behaviours and patterns
- Complex camera system and spatial sound with multiple attenuation ranges
- Version control using Github and project management using Trello

Valencia, Spain

August 2024 – January 2025

### Noodle: A Big Adventure

FANG-TASTIC GAMES

- C++ Programming with PlayStation5® API and ImGui
- Graphic and tools programming
- Version control using Github and project management using Trello
- Nominated to Game Republic Student Showcase

Sheffield, United Kingdom

January 2024 – May 2024

### Wave Engine

BACHELOR'S DISSERTATION PROJECT

- C++ programming with OpenGL and multi-threading
- 3D procedural generation with Wave Function Collapse
- Data access, chunks and parallel programming optimizations
- Version control using Github and project management using Trello

Sheffield, United Kingdom

September 2023 – December 2023

### Invicta: The Next Queen

DARK MOTH STUDIO

- C++ programming using Unreal Engine 4
- Gameplay and Artificial Intelligence programming
- Close work and communication with the design and art departments
- Version control using Perforce and project management using Trello
- Nominated to Rookie Awards 2024 | Rookie of the Year (Finalist)
- Game available on Steam

Valencia, Spain

September 2022 – July 2023

## Puzzles Engine

HND FINAL YEAR PROJECT

- C++ programming with OpenGL
- Entity Component System and custom-built ImGui editor
- Deferred Rendering, normal and parallax mapping, blur post-process
- Multiple lighting types, cascade shadow mapping, cubemap
- Version control using Github and project management using Trello

**More projects in my portfolio: <https://mariogalsob.github.io/>**

PROJECTS DEVELOPED USING UE4, UE5, UNITY, C++, PYTHON AND GRAPHIC API'S LIKE OPENGL & DX12

Valencia, Spain

September 2022 – June 2023

## Languages

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### English - Advanced (C1 - C2)

IELTS ACADEMIC CERTIFICATE. I HAVE LIVED FOR A YEAR IN THE UK WHERE I GOT TO IMPROVE MY SKILLS EVEN MORE.

I CURRENTLY TEACH PRIVATE LESSONS.

### Japanese - Basic (N5 - N4)

### Spanish - Native

## Skills

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**Programming languages:** C, C++, Python, C#

**Source control:** GitHub, Perforce, Bitbucket

**Game engines:** Unreal Engine 4, Unreal Engine 5, Unity

**Render:** OpenGL, GLSL, DirectX12, HLSL, PS5 Graphic API

**Miscellaneous:** ImGui, SDL2, SQLite, MariaDB, Trello, MS Project, RapidJson, TinyOBJ

**Personal Skills:** Proactive, Hardworking, Reliable, Teamwork, Lateral thinking, Supportive, Diligent

## Awards

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Jun 2023

**Transform Together Scholarship**, A extremely competitive scholarship awarded by Sheffield Hallam University

James Richardson

(Director of Global

Development &

Partnerships)