Mario **Galán Sobrino**

✉ mariogalsobdev@gmail.com | 📱 +34623761022 | 📍 Valencia, Spain | 🔗 https://mariogalsob.github.io/

Education

Sheffield Hallam University *Sheffield, United Kingdom*
BACHELOR IN COMPUTER SCIENCE || WITH FIRST CLASS HONOURS || GPA 4.0 *Sep 2023 – May 2024*

ESAT (Escuela de Arte y Tecnología) *Valencia, Spain*
HND IN COMPUTING - L5 || WITH GRADE DISTINCTION *Oct 2020 – July 2023*

Experience

F1 TELEMETRY PROJECT *Valencia, Spain*
DATA ANALYSIS PROJECT WITH PYTHON *June 2025 – Ongoing*
- 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

PRIVATE PROGRAMMING LESSONS *Valencia, Spain*
SUBJECTS: *January 2025 – Ongoing*
- Unreal Engine 5 (C++ & Blueprints)
- C++ programming
- OpenGL
- Algorithms and data containers
- Unity

A NIGHT INDOORS *Valencia, Spain*
UNREAL ENGINE 5 PROJECT *August 2024 – January 2025*
- 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

NOODLE: A BIG ADVENTURE - DEVELOPED ON PLAYSTATION®5 *Sheffield, United Kingdom*
FANG-TASTIC GAMES *January 2024 – May 2024*
- C++ Programming with PlayStation®5 API and ImGui
- Graphic and tools programming
- Version control using Github and project management using Trello
- Nominated to Game Republic Student Showcase

WAVE ENGINE *Sheffield, United Kingdom*
BACHELOR'S DISSERTATION PROJECT *September 2023 – December 2023*
- 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

INVICTA: THE NEXT QUEEN - AVAILABLE ON STEAM *Valencia, Spain*
DARK MOTH STUDIO *September 2022 – July 2023*
- 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)

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

Languages

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)

French - Basic (A2)

Spanish - Native

Skills

Programming languages:	C, C++, Python, C#, Kotlin, Java
Source control:	GitHub, Perforce, Bitbucket, Plastic SCM
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

		James Richardson
Jun 2023	**Transform Together Scholarship**, A extremely competitive scholarship awarded by Sheffield Hallam University	*(Director of Global Development & Partnerships)*