

# Mario Galán Sobrino

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## Education

### 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

### Private programming lessons

SUBJECTS:

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

Valencia, Spain

January 2025 – June 2025

### 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

Valencia, Spain

September 2022 – June 2023

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

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

# Languages

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## English - C1

I OBTAINED A C1 LEVEL IN ENGLISH THROUGH THE IELTS ACADEMICS CERTIFICATION EXAM. AFTER PASSING THE EXAM, I LIVED FOR A YEAR IN THE UK WHERE I GOT TO IMPROVE MY SKILLS EVEN MORE

## Spanish - Native

# Skills

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**Programming languages:** C, C++, C#, Python  
**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	<b>Transform Together Scholarship</b> , A extremely competitive scholarship awarded by Sheffield Hallam University	<i>James Richardson (Director of Global Development &amp; Partnerships)</i>
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