

Marcos Agudo

GAMEPLAY PROGRAMMER

PROFILE

- 5+ years of development experience with 2D, 3D and VR games
- Specialized in gameplay and gamefeel
- Production and game design skills

GAMEPLAY PROGRAMMER - [Stendhal Games](#) [2021-2024]

Arcanima: Mist of Oblivion - Singlelayer ARPG

- Hack 'n' slash fast paced combat: combos, aerial combat, block and counter
- Optimization and profiling: objetc pooling, time slicing and level streaming
- All characters locomotion and combat animations implementation
- Technical direction: character architecture and data driven design
- Responsive movement system: jumping, dashing and ledge climbing
- Load and save game
- Tool making for artists and designers
- Combat design
- ★ 96% positive reviews on Steam

VR PROGRAMMER - [Prexenz VR Studio](#) [2020-2022]

Maltravieso Cave - VR Recreation

- On rails teleportation system
- Hand printing mechanic
- Custom LOD system

Virtual Production - Homebrew virtual production solution

- Composing real and virtual video signal in real time
- Scenes changes in real time from a mobile device
- Animate virtual avatars in real time via body tracking

Pink Goo - VR Asymetric couch game

- Implementation of several power-ups
- Additional gameplay polish and balance

NeoSkills - Soft Skills Multiplayer VR Training System

- Several gameplay objects implementation like doors
- VR Interface implementation
- Customization tools for artists
- Multiplayer game programming

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 merkado13.github.io/portfolio/

 github.com/Merkado13

 linkedin.com/in/marcos-agudo-98583818b/

EDUCATION

Videogame Design and Development + Computer Engineering

Rey Juan Carlos University
(Madrid, Spain)
[2016-2022]

TECHNICAL SKILLS

GAME ENGINES

Unreal Engine
Unity

PROGRAMMING LANGUAGES

C++	Unreal Blueprints
C#	Java

COLLABORATIVE SOFTWARE

Git	Notion
Slack	HacknPlan
Trello	

SOFT SKILLS

Teamwork	Active Listening
Prioritization	Problem-solving
Accepting feedback	

LANGUAGES

Spanish - Native

English - B2 First

Japanese - Nokken 5