Marcos Agudo
GAMEPLAY PROGRAMMER

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PROFILE

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

GAMEPLAY PROGRAMMER - Stendhal Games [2021-2024]

Arcanima: Mist of Oblivion - Hack 'n' Slash Singleplayer ARPG

- Responsive combat and movement system implementation based on data driven design.
- Character architecture based on decoupling input and behaviour. Achieved control of enemy and player characters by commands for iteration ease.
- Optimization and profiling: object pooling, time slicing and level streaming.
- Characters locomotion and combat animations implementation.
- Game flow pipeline: loading and saving 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 design balance.

NeoSkills - Soft Skills Multiplayer VR Training System

- Several key gameplay elements implementation like doors.
- VR Interface implementation.
- Customization tools for artists.
- Multiplayer game programming.

EDUCATION

Videogame Design and Development + Computer Engineering
Rey Juan Carlos University
(Madrid, Spain)
[2016-2022]

TECHNICAL SKILLS

GAME ENGINES

Unreal Engine	Godot
Unity	Game Maker

PROGRAMMING LANGUAGES

C/C++	Unreal Blueprints
C#	Java

COLLABORATIVE SOFTWARE

Git	Notion
Slack	HacknPlan
Jira	

SOFT SKILLS

Teamwork	Active Listening
Scheduling	Problem-solving
Accepting feedback	

LANGUAGES

Spanish - Native
English - B2 First
Japanese - JLPT N5