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# Nicolás Tapia Sanz

## Videogames Programmer

Graduated in Videogames Design & Development Degree at ESNE University. Passionate of video games, music and all audiovisual stuff. I have knowledges in programming, design and videogames production. I have worked in several videogames getting involved to the fullest and always trying to take them as far as possible. I have presented my last game, Dead Science, in some of the biggest videogames events of Spain to publishers. Also, I have worked in some research projects for simulation in VR and AI.

## ACADEMIC EDUCATION

**2015 - 2019: Videogames Design & Development Degree**, ESNE (Madrid, Spain)

### Programming Specialization

4th year modules included:

- Advanced 3D Animation (9.65)
- Digital Post-Production (9.60)
- Final Project Degree (9)
- Production II (9)
- Graphics Engines and Plugins (8.85)
- Artificial Intelligence II (8.43)

3rd year modules included:

- External Practices (10)
- Artificial Intelligence (10)
- Operating Environments & Platforms (9.80)
- 3D Animation (9.40)
- Videogames Design: Levels (9.25)
- Videogames Production I (9)
- Videogames Audio (9)

2nd year modules included:

- Web Videogames Design & Development (10)
- Object-oriented Programming (9.15)
- Visual Programming for Videogames (9)
- Animations & Scripting (8.40)
- Scripts & Storyboarding (8)

1st year modules included:

- Videogames Technology (10)
- Introduction to the Creative Process (10)
- Basics of Databases (9.1)
- Fundamentals of Programming I (9)
- Programming II (9)

**2013 - 2015: Computing Engineer Degree**, Universidad Complutense de Madrid (Madrid, Spain)  
(Not finished)

**2011 - 2013: Spanish Bachillerato (A Level)**, La Salle (Burgos, Spain)  
Technology Science Branch

## TECHNICAL SKILLS

<b>Programming Languages</b>	<b>Professional Knowledge:</b> C++, C#, HTML, CSS <b>Basic Knowledge:</b> OpenGL, Java, Javascript, Maxscript, SQL
<b>Videogames Engines</b>	Unreal Engine 4, Unity Engine, Construct 3
<b>Physics Engines</b>	PhysX, Bullet, Box2D
<b>Graphics</b>	CG, HLSL, GLSL
<b>Other</b>	SFML, SDL2, Visual Studio, Android Studio, Eclipse, VR, AR, GIT, Perforce
<b>Languages</b>	<b>Spanish:</b> Native Language <b>English:</b> Fluent

## PROFESSIONAL EXPERIENCE

**July 2019: Videogames Camp Teacher - ESNE**

Videogames Urban Summer Camp for students between 16-18. Divided in two groups: Basic and Advanced. I taught the basic principles of programming videogames in Construct and Unity respectively to each group. We developed different Top Down, Scroll and Infinite Runner games in 2D.

**February 2019 - July 2019: Simulation Programmer - ESNE**

A simulation of population masses in the center of Madrid for the analysis of the citizen security system. Programmed in Unity and C#. In collaboration with Lenovo and the Madrid City Council.

## **December 2017 - November 2018: VR Programmer - Observatorio Español del Diseño (OED)**

Development of a VR research project about pedestrians behaviour in situations of running over cars. Simulations of real outrages of vehicles in Madrid. Developed in Unity Engine and C# with Lenovo Explorer headset and HTC Vive Pro.

## **November 2016 - December 2016: QA Tester - TOUCHVIE**

I tested an app called Dive for Android devices before its launch looking for concrete bugs. Dive is a second screen app to have more information about films or series on TV.

## **July 2016 - September 2016: Game Designer Support - Gamera Nest**

I worked at the design department for the game *M. The City In The Center Of The World* in collaboration with PlayStation and the Thyssen-Bornemisza Museum for the PS4 console.

## **OTHER EXPERIENCE**

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### **February 2017 - Current: Game Producer, Designer, Programmer, BizDev & PR - Unknown Outcome**

University Videogames Studio. We worked in two games: *Dead Science*, a first person exploration and puzzles games in which the main character is a woman who investigates a case of multiple disappearance. For PC and consoles developed in Unreal Engine 4. *Emergency Room*, a 3D overhead game in which the player controls a doctor and a nurse in his daily routine of saving lives. For PC platform and consoles developed in Unity. This project was in the PlayStation First program.

### **March 2019: Support Staff at ESNE Stand in AULA 2019 - ESNE**

### **May 2018: ESNE Award for the best Audio at #ESNEGameJam for Ludum Dare 41 with "Warren Of Love"**

Warren Of Love is a game of resource management and shooter in which the player has to control a little warren of rabbits, its food, population and fertilizer. Available at Itch.io.

### **March 2018: Support Staff at ESNE Stand in AULA 2018 - ESNE**

### **December 2016 - November 2017: Mechanics & Tools Programmer - Beware The Dev**

University Videogames Studio. I work as a mechanics & tools programmer to improve the workflow of the designers in Unity Engine for the game *Crisantemo*.

### **May 2017: PlayStation First Program - Sony & ESNE**

I participate in an university program developed by Sony which provides access to the PS4 DevKit and to compile games on it to different students.

### **March 2017: Support Staff at ESNE Stand in AULA 2017 - ESNE**

### **September 2016: Mobile Apps Development (Course) - Universidad Complutense de Madrid**

### **June 2016: Game Producer, Designer & Programmer - Just Dream**

Just Dream is a narrative and puzzles game which tells the story of a kid whose biggest dream is to be an astronaut. For Android devices and made with Unity. Available at Play Store.

### **December 2015: Creating a Design and a Sustainable Brand (Course) - ESNE**

### **February 2015 - May 2015: Game Producer, Programmer & Designer - Gravity Cube**

Gravity Cube is an arcade game for Android devices made with Unity in which the player controls the gravity of a cube to avoid obstacles. Available at Play Store.

## **HOBBIES AND INTERESTS**

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<b>Videogames</b>	Jak & Daxter Saga, God Of War,, Age Of Empires, The Last Of Us, Bloodborne
<b>Sports</b>	Skateboarding, Surfing, Trekking
<b>Other</b>	Movies, Series, Music, Fantasy Books, Electric Guitar
<b>Jams</b>	Ludum Dare, GameJamOn