Carlos Soria Labrandero

Gameplay, AI, Graphics and 3D Tools

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About me

Game developer with over 3 years of experience, passionate and proactive, specializing in gameplay mechanics, artificial intelligence, and procedural generation. Driven to create unique experiences through well-balanced combat systems, dynamic NPC behaviors, and visually stunning environments enhanced with VFX.

Professional Experience

Degestec Games   02/2025 - Current

I am **responsible** for the video game department and for programming with **Godot**. The development of game flow and state management is achieved through the formatting and parsing of **JSON** data from the server, as well as the dynamic loading of parameterised resources. We use **Git** and **GitLab** for version control, workflow management and task management.

Voovio Technologies   07/2024 - 12/2024

The development of a tool for detecting similarities between images is intended to generate virtual maps. The successful candidate will be responsible for solving **backend** and **frontend** tasks and functionalities in desktop applications using **C++** and **QML** within the **Qt IDE**.

Ardis Software S.L.   02/2023 - 07/2024

The development of a **3D editing tool** in the cloud is underway, with the aim of facilitating the design of furniture and home equipment. The implementation will use **Angular** as the main framework, **MongoDB** for project and client management, and **Three.js** as the graphics engine. The integration of external software **APIs** is a key component in the automation of manufacturing processes within companies specialising in furniture cutting and edging.

Creek Games   10/2022 - 03/2023

I was working on the development of the game *Fragments of Child*. The implementation of **gameplay** mechanics and **puzzles** is essential for the successful execution of the project. We are pleased to inform you of our collaboration in the joint design and implementation of an **AI system** that expands the functionality of Unreal Engine 4.26, integrating into the engine. During the project's development phase, it has been recognised with several awards.

LinkedIn Teaser

Lucky Dodo   09/2021 - 07/2022

I was programming the **AI system** at the early stages of Seeking Light's development. In addition, I oversaw the implementation of the game flow, save systems, level loading and unloading (**Level Streaming**), user interface (**UI**) and visual effects (**VFX**). The game was published on Steam and won the award in the **Hobby category at GDWC 2022**, as well as other notable mentions.

Steam - Seeking Light

Technical Skills

Programming languages: C/C++, C#, Python, GLSL, TypeScript, Lua.
Engines and libs: Unreal Engine 4/5, Unity, Godot 3.6/4, Three.js, PixiJS, OpenGL, SFML, SDL, GLM, OpenAL.
Web and frameworks: Angular, React, Node.js.
Data bases: MongoDB, SQLite.
DevOpsand tools: Git, GitLab, GitHub Actions, Docker, Agile Methodologies (Scrum).
Testing y automation: Selenium, Cypress.

Languages

Español - Native
Inglés - Hight/ Professional

Education

ESAT - HND In Computing
Progresa - 3D animation, video games and interactive environments.