



Carlos Soria Labrandero

Gameplay, AI, Graphics and 3D Tools

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About me

Proactive and passionate game developer specialising in gameplay mechanics, artificial intelligence and procedural generation. Interested in creating unique experiences by designing harmonious combat, NPC behaviour systems and stunning visual environments 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](#)

09/2021 - 07/2022

Lucky Dodo

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, OpenGL, SFML, SDL, GLM, OpenAL.

Web and frameworks: Angular, React, Node.js.

Data bases: MongoDB, SQLite.

DevOps and tools: Git, GitLab, GitHub Actions, Docker.

Testing y automation: Selenium, Cypress.

Languages

Español - Native

Inglés - High/ Professional

Education

ESAT - HND In Computing

Progresá - 3D animation, video games and interactive environments.