Sergio Baña Marchante

ABOUT ME

I am a responsible, organized, and resolute person with great adaptability and teamwork skills. I stand out for my logical reasoning and ability to tackle challenges efficiently.

CONTACT

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- **Adress: 28904, Getafe, Madrid**
- **Linkedin**
- **Github**

TECHNOLOGIES

C++ | JavaScript | Java | C# | Python | C | HTML | CSS | TypeScript | Git | Github

- IDE: **Visual Studio, Visual Studio Code**
- Engines: **Unity, Unreal Engine, Android Studio, Phaser**
- Others: **Audacity, FMOD.**

HIGHLIGHTED PROJECTS

Discord Bot   (2021 - Present)
- A customizable Discord bot with commands to enhance interaction in servers. Originally developed in JavaScript, now in TypeScript.

Game engine, Separity   (2022 - 2023)
- A 3D video game engine, programmed in C++ and partially data-driven using Lua.
- Example of use: CrazyU

Verdant Sorrow   (2021 - 2022)
- A 2D souls-like video game developed from scratch in C++, featuring an entity-component system (ECS) for modularity and performance.

EDUCATION

Complutense University of Madrid
Bachelor's Degree in Video Game Development
2020 - 2024, Madrid

IES León Felipe de Getafe
Spanish Baccalaureate in Science
2018 - 2020, Getafe

IES León Felipe de Getafe
First Certificate in English (B2) from Cambridge University
2018, Getafe

LANGUAGES

- **Castellano:** Native
- **Inglés:** B2 Level
- **Francés:** Basic notions