



# LUCAS GARCÍA MATEU

## Gameplay Programmer



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### PROFILE

I'm interested in a position as a programmer, ideally with some design tasks, but I can adapt to other positions such as QA or full time designer. Check out my linked-in recommendations for more insight!

### EDUCATION

Technical High School  
(Emperador Carles, 2/2 years)

Bachelor's Degree in Videogames  
(UPC at CITM, 4/4 years)

### SKILLS

#### PROGRAMMING

C++/C



C#/Wren/GLSL



Python/Java/Solidity



#### LANGUAGES

Spanish: Native

English: C1

Catalan: Native

#### PROGRAMS

Visual Studio

Unity

Unreal

### PERSONAL

I consider myself an extroverted person, with good communicative skills. I believe that when working in teams, the flow of information is essential, that's why I create a relaxed but productive environment around me.

When it comes to individual work I'm practical, persistent, proactive and responsible, prioritizing having my work done some time before the deadline, so it can be double checked or improved, since my philosophy of work is an iterative one.

### HOBBIES

Martial Arts

Videogames

Content Creation  
(Tutorials and Gameplays)

### REMARKABLE PROJECTS

#### Dungeon Brawler

Street Fighter style Fighting Game, running in C++

#### Kuroko Engine

3D Engine in C++, featuring a wren based scripting system.

#### Malita, Soul of a Warior

3D BeatEmUp running in C++ self crafted engine

#### Apocalypse Tycoon

God Game with zombie theme, built in Unity

#### Asun

One player Game Jam game, based on the theme "Sorpresa", built in Unity

#### Bubble Ball

Four player Game Jam game, based on the theme "Water", built in Unity

#### Mirror

Reflection tool/library for C++ (Final Degree Project)

#### Advanced graphics engine

Graphic engine using a deferred renderer for advanced rendering techniques

#### Swamp Chaos

Narrative adventure based on a one page dungeon, built in RPG Maker