



## ARTURO GARCÍA CÁRDENAS

VIDEO GAMES PROGRAMMER

### CONTACT

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[Portfolio](#)

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### SKILLS

Unity



C++ / C#



Python



Java



PS4 programming



### LANGUAGES

Spanish



English



### ADDITIONAL SKILLS

- Video editing for video game trailers (Sony Vegas)
- Agile project management (Pivotal Tracker / GitHub)

### PROFILE

Video games programmer who participated actively in the development of various video game projects with different teams. Excellent skills in C++/ C# and Unity3D enthusiast with +4 years of experience. Good learner with +18 distinctions (A+) in the Video Game Development university degree.

### PROJECTS

#### ANYAROTH

DECEMBER 2018 — JULY 2019

A 2D bullet-hell platformer made in C++/SDL by a 8 members team for the Video Games Development Degree.

Responsibilities:

- Dialogue System
- Gameplay programming: reloading & aiming
- Animations System
- UI programming

#### [MORE INFO](#)

#### GAIA

JANUARY 2020 — JUNE 2020

Data-driven component game engine made in C++ powered by SDL2, BulletPhysics, FMOD and Ogre3D. Made for the development of 2 video games: 4 Pong Arena & Ultimate Ghost Punch.

Responsibilities:

- UI elements programming
- Render System
- Game Window programming

#### [MORE INFO](#)

#### SERIOUS GAMES TO PROMOTE COMPUTATIONAL THINKING AND CODING

SEPTEMBER 2020 — JULY 2021

Bachelor's degree final project. Score: 10 (A+).

Articoding: Serious game about teaching coding skills to kids with a block-based programming language similar to Scratch. Analyzed data of in-person testing with +150 students.

Responsibilities:

- Reward System
- Menus & UI
- Progression tracing

#### [MORE INFO](#)

### EDUCATION

#### DEGREE IN VIDEO GAMES DEVELOPMENT

SEPTEMBER 2017 — JUNE 2021

Complutense University of Madrid (UCM). Score: 8.88.

Madrid, Spain.