Contact

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Address
Madrid, España

Portfolio & Social Profiles
- LinkedIn:
  linkedin.com/in/aurora-fernández-basanta-154558265
- Portfolio:
  https://aurora-mfb.github.io/

Education

08/2024 - 08/2025
Master's in Advanced Programming for Video Games
U-Tad, Madrid, Spain

09/2019 - 07/2025
Bachelor's Degree in Software Engineering
Rey Juan Carlos University, Madrid, Spain

09/2017 - 06/2019
High School Diploma
Calasanz School, Salamanca, Spain

10/2007 - 06/2011
Elementary Degree in Flute (Music Studies)
Antonio Machado School, Salamanca, Spain

Complementary Education

2015
School Exchange Program in England
Bristol

2016
School Exchange Program in France
Nantes

Languages

- **Spanish: Native**
- **English: Professional Proficiency**

Aurora María Fernández Basanta

Software Engineer | Game Developer | Unreal & C++ Specialist

Software Engineer specialized in game development and interactive systems. Experienced in C++ gameplay programming, Unreal Engine, and collaborative agile environments. Passionate about creating player-centered experiences and continuously improving both technical and creative skills. Currently expanding expertise through courses in Artificial Intelligence, Machine Learning, and Data Science.

EXPERIENCE

Game Developer – Bola 13 Studios | Madrid, 2025

- Implemented core gameplay mechanics in C++ (dialogue, player movement, camera system).
- Developed camera tools and visual effects using Unreal Engine and Blueprints.
- Collaborated with designers and artists to integrate gameplay features and UI elements.
- Used Git, Unreal Engine, and Visual Studio for version control and debugging.
- Participated in Agile sprints for planning, testing, and iteration.

IT Support Intern – TotalEnergies | Madrid, 2023–2024

- Assisted in hardware/software troubleshooting and incident resolution in corporate environments.
- Supported internal teams using Office 365, networking tools, and ticket systems.
- Improved communication and problem-solving skills in a fast-paced environment.

Skills

Programming Languages:

C++ (gameplay, Unreal Engine), C#, Java (OOP, Android), Python (algorithms), Pascal (data structures), HTML/CSS/JavaScript (web), XML (Android UI).

Game Engines & Tools

Unreal Engine 5, Unity, Visual Studio Code, Android Studio, Git, GitHub, Docker, Trello.

Frameworks & Libraries

Spring Boot, Node.js, Vuforia, NetBeans

Methodologies

Agile, Scrum, Kanban, Waterfall

Soft Skills

Teamwork, Creativity, Communication, Problem Solving, Time Management, Attention to Detail, Adaptability

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Personal Proyects

o Dorothy's Job (Jan 2025 - Oct 2025)

Unreal Engine & C++

Collaborated in a team of 30+ students to develop a twin-stick shooter. Focused on programming, implementing game mechanics, camera systems, UI, weapons, and gameplay features. Delivered a fully playable game on Steam.

o Escape The Tale (Sep 2024 - Jul 2025)

Unity & Vuforia

Developed an escape room game designed to teach programming and computational thinking to young learners using augmented reality. Focused on creating interactive puzzles and educational gameplay to engage early-age students.