

Christopher Badra Melian

VIDEOGAMES PROGRAMMER

• Details •

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christopherbadras@gmail.com

• Links •

Portfolio

[badrame.github.io](https://github.com/badrame)

Linkedin

<https://www.linkedin.com/in/badrame/>

• Skills •

Languages

Spanish (Native speaker), English (Intermediate)

Programming

Languages

C++, C, GLSL, ASM (ARM)

Game Engines

Unreal Engine 4 (Most Used) Unity 3D (Personal Projects)

3D Computer Graphics

OpenGL (Engine Developed while Student)

Other

Source Control (Git, Perforce) Visual Studio, Render Doc
Debugging & Problem Solving Game Design

Profile

Passionate programmer with interest in all the videogame development phases. With knowledge and experience working with game engines like Unreal Engine 4 in C++ and Unity, I'm always seeking to learn more and develop new experiences.

Currently graduate programmer in Computer (HND) in ESAT - Valencia, I spend my free time working in my personal projects and learning more about videogames programming and design.

Education

BTEc Level 5 HND in Computing, ESAT – Valencia

2017-2020, Graduated with Merit

Relevant Experience

Game Programmer Astro Pups Games

2019 – 2020

I work in the game *Oona the Druids path* as a part of a student studio inside the university.

During the development I adopt the role of Lead Programmer naturally and, in the lack of any game designer, I adopt too the role of Lead Designer too.

Oona the Druids path is a platforms game made in Unreal Engine 4. It's currently being polished and prepared to be published in Steam. My contributions are the following:

- Design and implementation of the movement mechanics of the player.
- Design and implementation of the camera system of the game.
- Interaction system of the player with the environment.
- Contribution on the enemy behaviors.
- Level design of the last part of the last level and boss fight.
- Contribution in the level design of the rest of the levels.
- Implementation of the sounds effects in the game.

References Available on Request