

# Christopher Badra Melian

VIDEOGAMES PROGRAMMER

## Details

+34 601125891  
[christopherbadras@gmail.com](mailto:christopherbadras@gmail.com)

## Links

**Portfolio**  
[badrame.github.io](https://badrame.github.io)

**Linkedin**  
<https://www.linkedin.com/in/badra-me/>

## 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 Studying)

**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, Steam

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

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

*Oona the Druids path* is a platforms game made in Unreal Engine 4. It's published on [Steam](#). Some of my contributions are:

- 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.

### Engine Programmer Hysteria Game Engine

2019 – 2020

I work in this 3D Engine during my studies in ESAT.

The engine is developed with an ECS architecture using OpenGL.

The engine support:

- Multithread
- PBR
- A Composite Postprocess pipeline
- Scripting Language (Lua)
- Shadow Mapping

References Available on Request