Christopher Badra Melian

VIDEOGAMES PROGRAMMER

Details

+34 601125891
christopherbadras@gmail.com

Links

Portfolio
badrame.github.io

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
2019 – 2020
I work in the game Oona and the Druids path as a part of a student studio inside the university.
Oona and the Druids path is a platforms game made in Unreal Engine 4. It's currently been 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