

Lazlo Barragan

 lazlo.barragan@gmail.com

 in/lazlo-barraga

 lazlobarragan.itch.io

 lazlobarragan.github.io

Aveyron, France

Developer

PROGRAMMING: C/C++, C#, GLSL, Python, Lua

LANGUAGES : English (fluent), Spanish (fluent), French (native)

TECHNOS : Unity, Godot, OpenGL, GLFW, Assimp, ImGui, Qt

TOOLS: Git, Visual Studio, VSCode, Inkscape

HOBBIES : Board games, Traveling, Hiking, Guitar

PROFESSIONAL EXPERIENCE

Freelance Game Developer (more than a year in total)

- Mobile Game Development (e.g. diggable 2D polygonal terrain system)
- Developed educational games for Legends of learning platform : integration with their API, cloud backup system and updating of student progress for the teacher, multi-language support and Text-To-Speech, geometric shape cutting system with area calculation.

GamePlay/AI Programmer sur Los Pingheros - Hectiq Games

Remote, France

April 2024 - October 2024 (6 months)

- Multiplayer Gameplay Programming using the ecs rollback framework Photon Quantum
- Developed game AI using Utility Theory
- Pathfinding on realtime destructible maps with crossing over holes and water
- Analysis and optimisation of multiple game systems to gain 5ms per rollback frame

Technical Engineer/ UI Programmer - Gentleland

Remote, Germany

June 2022 - June 2023 (1 year)

- UI programming and asset integration for Gentleland customers
- Automated Customer acquisition using ActiveCampaign, Typeform, Zapier
- Technical support and implementation of asset creation/delivery pipeline
- Documented asset creation/delivery pipeline

Gameplay Programmer (Internship) - GearProd

Montpellier, France

March 2021 - August 2021 (6 months)

- Developed a new version of Echo Squad (an immersive adventure in a submarine simulator) in Agile mode (SCRUM) using Git, Unity, C#
- Created a fish school simulation model by adapting the Boids model to the product's needs, using Unity's Entity Component System and Job System
- Analyzed and improved performances by optimizing memory management, rendering and special effects

UX/UI Programmer (Internship) - A.M.R

Montpellier, France

April 2018 - June 2018 (3 months)

- Developed a gamified social network Android application prototype using Unity, C#
- Avatar movements in a 3D virtual world
- Tree-based (non-linear) representation of dialogues and integration with Elasticsearch

PROJECTS

Lily's Snowball Adventure - Top-down shooter game

December 2021 (Game Jam)

- Developed the game using Godot in duo with an artist (2nd place ACM Winter Jam 2021 public vote)

Custom Game Engine

November and December 2020

- C++ Game Engine using OpenGL for rendering
- Entity Component System : Data-oriented design with CPU cache optimization in mind
- Loading 3D Models : many file formats supported through Assimp and GPU skeletal animations
- Scene and material editor using ImGui

Carcastrophe - Cooperation castle defense game

September 2019 (Game Jam)

- Developed the game with a team of 6 using Git, Unity, C# (1st prize from the Game Pratic 2019 jury)
- Worked on an enemy wave system, enemy behavior and player weapons