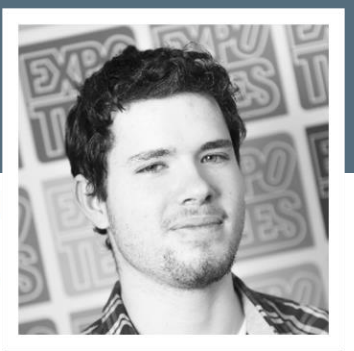
David Parra

Gameplay / AI Programmer



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Summary

I'm a motivated and passionate video game programmer mainly interested in gameplay and AI elements. I love programming games as much as playing them, that is why I am looking forward to being part of a great game development project to enhance my skills, get experience and be able to contribute to the video game industry. I have experience with multiple programming and scripting languages, APIs, game engines and version control software.

Skills

Technical

Programming Languages
C, C++, C#, Objective-C, Python, PHP, JavaScript, jQuery, SQL

Game Engines & APIs
Unity 3D, Unreal Engine 4, SFML, Box2D

Others
AI, Gameplay, OOP, Networking, Multithreading, DB management, Web Development, Scripting, Version control software.

Languages

English (Professional working proficiency - C1)
Spanish (Native proficiency)

Work experience

2019 – 2021
2 years

AI Programmer

Hangar 13

Worked with a custom engine for a AAA unannounced third-person RPG shooter. In charge of implement, maintain and enhance AI features such as utility tools for creating scripts to be used in game by NPCs to select best possible positions/targets. Implemented a smart and adaptative sentient defense system to defend a location from the player and later help the player defend it against waves of enemies.

2017 – 2019
2 years

Junior Gameplay Programmer

TT Games

Worked with a custom engine on AAA Lego games. In charge of developing gameplay elements of multiple levels following LDDs, including some mini-games, boss fights, scripted events, puzzles and others. Implemented a variety of AI behaviors from standard enemies to full boss fights. Created a objective helper to guide the player to quests and objectives on a HUB map. Continuously in contact with artists and designers during the development to discuss new gameplay mechanics and possible enhances.

Education

2016 – 2017

BSc (Hons) Computer Games Programming

Teesside University – Middlesbrough, United Kingdom

First-Class Honours (85%+)

Modules: Advanced Games Development, Artificial Intelligence for Games, Computing Project, Mobile Games Programming, Multiplayer and Social Games, Computing Project.

2013 – 2016

HND in Video Game Programming

Escuela Superior de Arte y Tecnología – Valencia, Spain

First-Class Honours (70%)

Modules: Programming Methodology and Algorithmic, Computer architecture, Computational Geometry for Video Games, Advanced Programming, Networking for Video Games, Physics for Gaming, Low-Level Programming, Graphic Engines Programming, Artificial Intelligence, High Level Programming.

Projects

Unannounced Project

(2019 to 2021)

In charge of creating enemies from the ground up and managing different departments to develop resources for enemies such as model, animation, and vfx and assembling them together, as well as designing and developing their behavior trees and abilities. Creating a smart sentient defense system that communicates between different sub sections, providing resources and reinforcements to adapt during different combat situations. Creating and giving support to utility tools for AI Designers.

Lego DC Super Villains

(2017 to 2018)

In charge of developing the gameplay section of multiple levels. Implemented a boss fight with a shapeshifting character that will react differently depending on his current form. Created a speedster mini-game where the player has to race against another player and the AI, avoiding traffic, obstacles and projectiles. Implemented multiple enemies behaviors like a whip goon that can do different move sets with his whip, such as a spinning attack or a grab attack

Lego Marvel Super Heroes 2

(2017)

In charge of fixing multiple code issues and polishing. Implemented an objective helper to guide the player to quests and objectives around the HUB map. Created a quest item system when you have to collect some specific items and give them back to the quest giver.

AI vs Dungeon

(Jan 2017 to May 2017) **Final year project**

What if you could train your own agents to perform intelligent actions in your game? What if your agents could learn from mistakes and improve on their own? I developed a game simulator for my final year project in Unreal Engine 4, where an AI agent has to solve a 2D platformer level by using his own senses and self-learning by experience. The agent is managed by a neural network, which tells the agent what actions to perform depending on the surrounding environment and the nearest threats.

References: Available on request