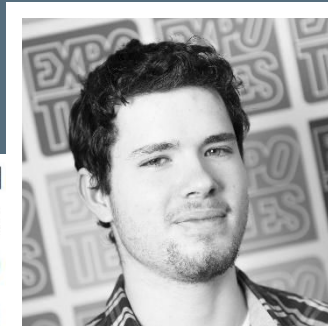# David Parra
Gameplay / AI Programmer

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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, AngelScript

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

Others
AI, Gameplay, Object Oriented Programming, Networking, UI, Multithreading, DB Management, Web Development, Scripting, Mental Health First Aider.

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

Work experience

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 behaviours 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 – Present

BSc (Hons) Computer Games Programming

Teesside University – Middlesbrough, United Kingdom

Predicted First-Class Honours (70%+)
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

Second-Class Honours (65%)
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

Lego DC Super Villains

(Dec 2017 to Nov 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 movesets with his whip, such as a spinning attack or a grab attack.

Lego Marvel Super Heroes 2

(Aug 2017 to Nov 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 university 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