

ELISA TODD RODRÍGUEZ

Videogame Programmer

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<https://github.com/elisatodd>

EDUCATION AND MOTIVATION

I am a final year student pursuing a Bachelor's degree in Video Game Development at the Complutense University of Madrid, with notable experience in specialized game programming using C++ and C#.

My programming proficiency is built upon a solid foundation in software engineering, tailored to the specific needs and requirements of game development. I bring advanced skills in project management and effective collaboration, highlighting my leadership abilities, supported by extensive training in various programming languages and the use of industry-specific software.

My professional focus aims to merge my technical proficiency as a programmer with the creativity of the artistic team. My goal is to contribute to the creation of high-quality products that excel both in high-level technical execution and in the synergy between technical and artistic aspects.

EXPERIENCE

Programming Internship

Didactoons

03/2023 - 05/2023 Madrid, Spain

Internship at an educational videogames company to complement my university studies.

- Development of a Unity video game
- Gameplay and game logic programming in C#
- Programming and development of user interfaces in Unity
- Collaboration with designers and artists in the development team
- Game developed under a confidentiality agreement

EDUCATION

Bachelor's Degree in Videogame Development

Complutense University of Madrid

2020 - Present

OTHER ACTIVITIES

Game Jam: ComJamOn 2022

"Kiwinas Vistas". 9th placement.

Game Jam: ComJamOn 2022

"No me juzgues". Second placement.

Volunteering at Guerrilla Game Festival

Assisted in event organization, managed entry, organized publisher meetings with companies, and provided assistance to the public.

LANGUAGES

Spanish

Native Speaker



English

Native Speaker



SKILLS

C++ Blender Python Unity

C# JavaScript C

AndroidStudio

STRENGTHS



Teamwork

I have worked extensively in teams, both for personal projects and during my university education. I stand out for my organization and team management skills in software product development.



Technical Knowledge

I have a deep understanding of the engine and technological backbone behind a video game. My approach enables me to apply advanced technical skills, optimizing code performance.



Versatility

I possess a broad spectrum of knowledge in programming and software development, allowing me to adapt and specialize according to requirements.

OTHER SKILLS



Blender to Unity Export Tool

Work in progress. Blender tool for exporting materials as Unity shaders.



PS4 Development

Experience with the official PlayStation4 SDK under confidentiality agreement.



C++ Game Engine Development

Development of a data-driven game engine in C++.