# Javier Arias

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## Experience

2015 - 2020
**Freestylers Studio**

- **District Dance Battle** - *Lead programmer, game designer*. A rhythm game inspired by DDR.
    - Handled most of the integration with **SDL** (development library)**,** and also **implemented the main rhythm mechanics**, including synchronizing the music and the gameplay, and handling the input detection.
    - Won the **Best Videogame Award at FIMP**, a games conference in Asturias ([Link](#)).
- **Mauriçius Nativitatem** - *Lead programmer, game designer*. A rhythm game inspired by the Patapon series.
    - Implemented **input detection systems** to support the rhythm-based gameplay, as well as designing and programming the mechanics related to the **rhythm minigame** and the **hit point system.**
    - Won **second place** at the **2021 JamOn Game Jam** ([Link](#))
- **Vaya Canicastañazos** - *Programmer, level designer, 3D artist*. A platformer inspired by the Monkey Ball series.
    - Designed the **control scheme**, and perfected the **game feel** to make it as close as possible to the original inspiration.
    - Designed the **game's levels** from scratch using **Blender** and **Adobe Photoshop** for the models and texturing, respectively.
- **Motor Casa Paco** - *Engine designer, programmer*. A game engine based on **Ogre 3D**, **FMOD** and **Bullet Physics**.
    - Worked on designing the overall architecture of the game engine and then implementing it, focusing on **FMOD** and **Bullet Physics**.

2020 - 2021
**Horacio Studios** - *Game Programmer, Lead Network Designer and Programmer*

- **TeFeGe**: An online multiplayer shooter, developed for a thesis on Matchmaking Systems.
    - Designed the **matchmaking system**, using examples from existing games as reference.
    - Implemented the main **matchmaking server**, as well as every other online component, as a **REST API**, and also handled the **connection between it and the game**.

## Skills

**Programming languages**: C, C++, C#, Java, JavaScript, Ruby, Python.

**Game engines**: Unity, GameMaker Studio, Phaser, RPGMaker.

**Languages:** Spanish (native), English (proficient).

## Education

2015 - 2017
**IES Diego Velázquez, Madrid**

2017 - 2021
**Universidad Complutense de Madrid, Madrid** - *Degree in Game Development*