

# Julia Mauri Costa

Engine developer



julimacowork@gmail.com

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## About me

My native language is programming, I live for that. I'm familiarized with using libraries and learning new programming languages, take a look on my projects and code knowledges below. The big project I'm currently working on RedEye Engine (redeye-engine.es), I'm using a lot of libraries to build a complete and complex system.

## Timeline



### Education

Centre de la Imatge i la Tecnologia Multimèdia, Terrassa | 2015 - Current  
*Video Game Design and Development*



### Projects

RedEye Engine | 2018 - Current | C++, 3D, Open Source, Game Engine

▶ Alita: Unbreakable Warrior | 2019 | ARPG, Custom engine, Cel Shading

▶ Honey Land | 2018 | Simulation, Unity, IA

▶ Age of Empires II - Defenders | 2017 | Tower defense, SDL

▶ Outzone Tribute Game | 2016 | Shoot 'em up, SDL

## Skills



### Languages

Catalan C2 | Spanish C2 | English B2



### Programming

Library implementation | C - C++ - C#

OpenGL C++ & WebGL | OpenGL Shading Language (GLSL)

Web-development front-end(Bootstrap, HTML5, CSS, React, Javascript) | Flutter Dart

Python | JSON & XML | Fortran 96



### IDEs

Visual Studio/Visual Studio Code | Unreal Engine | Unity

Maya | Tableau | Axure RP | Jenkins | Wwise | Audacity

InkScape | Adobe Photoshop | GIMP



### Project Managment

HacknPlan, Trello & GitHub



### Aptitudes

Motivated, Team-work oriented, Organizational and planning skills