GAME PROGRAMER &
SOFTWARE DEVELOPER

Enrique Tarin

CONTACT

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📁 Portfolio

💻 Linkedin: Enrique Tarin

📍 Geographic Mobility

🚗 B - A2

PROGRAMMING LANGUAGES

C / C++

Python

GAMEDEV TECHNOLOGIES

Unreal 5

Unity

OpenGL

OTHER TECHNOLOGIES

Visual Studio

Perforce

Git

LANGUAGES

Spanish

English

ℹ ABOUT ME

Junior developer eager to work and learn. Passionate about video games and their development, as well as Artificial Intelligence. Focused on continuous improvement, constantly working on individual or group projects.

💼 WORK EXPERIENCE

Junior Software Developer
ROBOTNIK AUTOMATION | MAR 2021 - AGO 2021
- Programming and configuration of research robots in the ROS environment.
- Development of packages for robots.

📑 PROJECTS

Game: Shelley Manor
Final project at ESAT in Unreal 5.2.
Developed a game working in a team with colleagues from my degree and fields like art and design.

Neural Network Training
Researched and trained a neural network for a sign language translator using Keras and TensorFlow.

Graphics Engine (C++)
Developed a graphics engine using different libraries (OpenGL, SFML, Pyxis,OpenAL,...).

Game: Keyboard Party
Developed in Unity to learn how Unity's online system works.

Game: The son of Chronos
Developed in Unity to learn about VR.

Robot Information Bus Monitoring
Final degree project at UPV.
Developed a Python program to monitor internal robot information, store it, and analyze it using Prometheus and Grafana.

🎓 EDUCATION

Bachelor's Degree in Telecommunications Systems, Sound and Image Engineering
SEP 2017 - JUL 2021
Universidad Politecnica de Valencia (Gandia)

HND in Computing (Videogames Programming)
OCT 2021 - JUL 2024
ESAT