Sara Qiao Martínez Mauri

Video Game developer

I'm a video game developer from Spain, specialised in systems and gameplay programming. My main interest lies in programming, however, I also enjoy the creative process behind game design.

While I have limited professional experience, I have gained valuable insights from working on various projects within diverse teams, honing my skills in project management for short to medium-term initiatives.

Contact

Email
sqmartinezm@gmail.com

Location
Tortosa, Catalonia, Spain
Open to relocation and remote work

Education

2021-2025
Video Game Design and Development
Centre de la Imatge i la Tecnologia Multimedia — CITM (UPC)

2019-2021
Technological Baccalaureate
Institut Cristòfol Despuig

Languages

Catalan - Native

Spanish - Native

English - B2

Socials

ISara-MM

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Experience

Feb 2025 - Jul 2025
Engine Intern
Larian Studios

I spent six months at Larian Studios as an engine programming intern, where I helped develop an internal tool designed to improve the studio's workflow and productivity.
Besides that, I supported the team with debugging and fixing issues across various systems, which gave me valuable insight into large-scale game development and engine architecture.

`C/C++` `Custom Engine` `Jira` `Perforce` `Jenkins`

Other projects

5 days - 5 people
Suits
Game Jam submission

Suits is a 2D puzzle-platformer where you transform your character into different shapes to overcome challenges. Solve puzzles in a world where sacrifice is the key to progress. Explore a surreal cube world where each face reveals hidden secrets, new challenges, and shifting perspectives.

While my main role was as a programmer, due to our small team size, I also contributed to level design, UI artist and narrative design.

`C#` `Unity` `GitHub` `Adobe PS` `Figma`

4 months - 35 people
Alien Extraction
3D Alien themed Diablo-like game

Alien Extraction is a 3D action game developed in a custom-built engine from scratch. The game features 3 different levels with a final boss and includes several systems designed to improve player capabilities. Additionally, it offers 2 different endings based on player choices.

My responsibilities included developing the system for implementing various UI features within the engine and game interface. Additionally, I also designed and implemented the item system to manage all in-game items effectively.

`C/C++` `C#` `Custom Engine` `GitHub` `HacknPlan`

Find more: GitHub portfolio