



Contact

Phone

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Email

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Location

Tortosa, Catalonia, Spain

Education

2021-now

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

 ISara-MM

 Sara Qiao Martínez Mauri

Sara Qiao Martínez Mauri

Video Game developer

I'm a video game design and development student from Spain, specialised in systems and gameplay programming. While my main interest lies in programming, 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.

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](#)

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](#)

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