Gabriel Marín Terrón

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Profile:

Passionate and enthusiastic programmer with a special interest in engine, graphic and animation programming as well as general purposes GPU techniques. Aiming to bring originality, proactivity and hard work to the team I work with by contributing with creative solutions to possible problems that may arise during the development of projects, always with a smile and making the work the most pleasant way for the team.

I am currently studying for my final year at Sheffield Hallam developing a game in Unreal Engine 4 aimed at PS4 and PC. On top of this, I am developing a GPU accelerated animation open source library. Furthermore, last year a team of students and I published an Unreal Engine 4 first-person melee game called Avalo Legends.

Skills:

Languages:	English (Fluent), Spanish (Native)
Programming Languages:	C++, C, HLSL, GLSL, ARM Assembly
3D Computer Graphics:	DirectX 11, OpenGL 3.X
Game Engines:	Unreal Engine 4 (published game), Unity (game jams, university projects, personal projects)
Other Technical Skills:	Visual Studio, RenderDoc, Git, Perforce, Game Design, FMOD Studio

Education:

- BSc (Honours) Computer Science for Games in Sheffield Hallam University 2019-2020 (Final year only. Course continued from ESAT, a full degree is given upon its completion).

- BTEC Level 5 HND in Computing and System Development in ESAT (Escuela Superior de Arte y Tecnología) 2016-2019.

Relevant Experience

Game Programmer, Spooky Waffle **October 2018 - July 2019**

I worked in the game Avalo Legends forming part of a student studio inside the university. Avalo Legends is a first-person melee local multiplayer game made in Unreal Engine 4.

It is published in **Steam**. These are the main contributions to game development:

- Full implementation of the multiplayer system (split-screen system and input management).

- Design of class hierarchy and component system by character.

- Implementation of some characters' ability.

- Implementation of some post-processing visual effects (e.g. outline of character).

- Capture the flag game mode (design and implementation).

- Integration of FMOD plugin for the implementation of the game's audio.

- Full game audio system implementation and integration.

References available on request