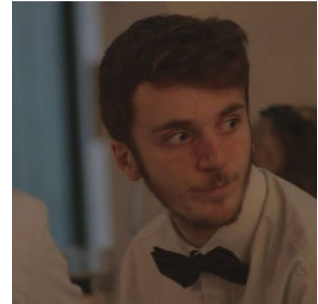


# Gabriel Marín Terrón

**mobile:** (+34) 601 01 92 94  
**mail:** gabrigmt98@gmail.com  
**linked-in:** <https://www.linkedin.com/in/marinte>  
**portfolio:** [marinte.github.io](http://marinte.github.io)



## Profile:

Passionate and motivated programmer with special interest in engine programming and general purposes GPU. My goal is always to learn as much as possible of the people around me and to help in any possible way by being proactive, hardworking and providing creative solutions to possible problems that arise through the development of a project. Always with a smile and the most pleasant way possible for the team!

I am currently studying for my final year at Sheffield Hallam developing a game in Unreal Engine 4 aimed at PS4. On top of this, I am developing a GPU accelerated animation library which allows the user to reproduce and edit animations skeletal mesh animations by CPU or GPU. Furthermore, last year a team of students and I published an Unreal Engine 4 first-person melee game called Avalo Legends.

## Skills:

<b>Languages:</b>	English (Fluent), Spanish (Native)
<b>Programming Languages:</b>	C++, C, HLSL, GLSL, ARM Assembly
<b>3D Computer Graphics:</b>	DirectX 11, OpenGL 3.X
<b>Game Engines:</b>	Unreal Engine 4 (published game), Unity (game jams, university projects, personal projects)
<b>Other Technical Skills:</b>	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 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.