Mario Tabasco Vargas
Video game Developer

mariotabascovargas@gmail.com

+34 601 226 313

GitHub: mariotab28

Madrid, Spain

Junior video game developer with experience in both designing and programming. Passionate about interactive media, with the aim of pushing the limits of video games and delivering memorable experiences to players.

EXPERIENCE

Engine Programmer / C++ / Ogre3D

Gaia Engine (C++/Ogre3D)
University project (2020)
- Implemented the **physics** and **animation modules** for a custom game engine.

Gameplay Programmer

Ultimate Ghost Punch
3D Multiplayer Fighting Game (C++/Gaia Engine)
University project (2020)
- Implemented **gameplay features and animations**.
- Worked on **AI programming** for the game's bots.

Unity Developer

Desktop application for musical improvisation (Unity/C#/Sonic Pi/Ruby)
University final year project (2021)
- Developed an **innovative application** that provides a graphical user interface for **live music coding**.

Game Director, Sound Designer and Programmer

2D Platformer-Shooter (Unity/C#)
Yggdraseed Studios (Freelance) (07/2021 – Present)
- **Leading the development** of a game to be published in Nintendo Switch and Steam.
- In charge of **level and narrative design,** as well as **cutscene implementation**.
- Working on the **design and implementation** of **sounds**.

EDUCATION

Bachelor's degree in Video Game Development
Complutense University of Madrid
09/2017 – 05/2021

LANGUAGES
- **Spanish** - Native
- **English** - Professional working proficiency
- **French** - Basic knowledge

SKILLS
- **Proactive** and **quick learner**
- Strong **analytical skills**
- **Attention to detail** and care for providing enjoyable experiences
- Decision making
- Conflict resolution
- Adaptability
- Multidisciplinary
- Interest in art, history and science.

TECHNICAL SKILLS

Programming
- Experienced in **object-oriented** programming in **C++** and **C#**
- Familiarized with game programming **architecture** and **design patterns**
- Experience developing and working with **custom engines**
- Strong **debugging** skills

Art
- 3D modelling, sculpting and animation (Blender)

Others
- Scrum and agile development
- Version control (Github)
- Skilled in photo editing (Photoshop) and video editing (Vegas Pro)

OTHER PROJECTS

Game Jams
- Ludum Dare 47 (Global - 272nd innovation)
- Ludum Dare 49 (Global - 124th innovation)
- JamOn21 (University - 3rd place)

College video game club
09/2018 – 06/2021
- Managing a club with more than 30 members.