

# Mario Tabasco Vargas

## Video Game Developer

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.

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[Portfolio website](#)

Madrid, Spain

### EXPERIENCE

#### Gameplay Programmer (C++)

##### 3D Multiplayer Fighting Game

University project (2020)

- Implemented gameplay features and animations.
- Worked on AI programming for the game's bots.
- Used a custom engine (*Gaia Engine*)

#### Engine Programmer (C++ / Ogre3D)

##### Custom Engine

University project (2020)

- Worked on different modules for the engine, including the physics and animation modules.

#### Unity Developer (C# / Sonic Pi-Ruby)

##### Desktop application for musical improvisation

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 (C#)

##### 2D Platformer-Shooter

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

### 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, design patterns and data structures
- 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/git)
- Skilled in photo editing (Photoshop) and video editing (Vegas Pro)

### LANGUAGES

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