

# Mario Borrajo Megoya

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portfolio: <https://mbmdevelop.github.io>



## Profile:

Disciplined and motivated coder aspiring to become gameplay programmer with special interest in artificial intelligence techniques focused on video games. I am always seeking new knowledge about the videogame developing world, trying to learn as much as possible from my co-workers, and providing all my proactivity and hard work.

Currently, graduate programmer at Sheffield Hallam University in Computer Science for Games (BCs). Now I'm developing my final year personal project, an Unreal Engine 4 plug-in that allows an easy and flexible way to create and manage Artificial Neural Networks in C++ and Blueprints allowing the option to choose between several learning algorithms such as Backpropagation, Genetic Algorithm or Deep Q Learning Algorithm.

## Skills:

Languages: English (Fluent), Spanish (Native).

Programming Languages: C++, C, C#, ARM Assembly, HTML, CSS.

3D Graphics: OpenGL 3.X.

Game Engines: Unreal Engine 4, Unity.

Source Control: Perforce, Git.

Other Technical Skills: FMOD (Low level API & Studio API), FMOD Studio (Middleware), Visual Studio, RenderDoc.

## Education:

Sheffield Hallam University 2019 - 2020		
BSc (Hons) in Computer Science for Games		Expected FIRST
Relevant Modules	Final Year Project 3D Games Prototyping Real-Time 3D Techniques Effective C++	Expected FIRST Expected FIRST Expected FIRST Expected FIRST

ESAT (Escuela Superior de Arte y Tecnología) 2016 – 2019		
BTEC Level 5 HND in Computing and Systems Development		DISTINCTION
Relevant Modules	Final Year Project AI Programming Unreal Engine 4 Game Design	DISTINCTION DISTINCTION DISTINCTION DISTINCTION

## Relevant Experience:

### Game Programmer in Deer Captain October 2018 – July 2019

I worked in the game **Old Town Stories** forming part of a student studio inside the university called **Deer Captain**. **Old Town Stories** is a First-Person VR Shooter made in Unreal Engine 4 published in [Steam](#).

My main contributions are:

- Full implementation of the audio system using the FMOD Low-level API and FMOD Studio API to create our custom audio API inside UE4.
- Use of the FMOD Studio Middleware to manage all the SFX and Music to provide proper use of them with our audio API inside Unreal Engine 4 thanks to the FMOD Studio plug-in.
- Use of the Oculus Audio SDK to provide audio spatialization inside Oculus Rift.
- Implementation and management of some “physics effects” and UE4 physics assets.(Characters Ragdoll, Weapons Physics Assets...).
- Implementation and management of some weapons feedback animations.