MARCOS ELADIO

Somoza Corral

Videogame Programmer

PERSONAL INFORMATION

Name	Marcos Eladio Somoza Corral
Languages	Spanish (Native), English (C1)

CONTACT

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ABILITIES

- Leadership
- Creativity
- Communication
- Problem solving
- Seriousness
- Teamwork

ADDITIONAL STUDIES

Book - Game Engine Architecture, Jason Gregory (2023)
Book - Data Oriented Design, Richard Fabian (2023)
Book - The Pragmatic Programmer, Andy Hunt (2022)
Book - Design Patterns, Gamma Johnson (2022)
Book - Game Programming Patterns, Robert Nystorm (2022)
Udemy - Solana blockchain development Bootcamp (2022)
Udemy - Design Patterns in C# and .NET (2022)
Udemy - Visual Effects for Unity (2022)
Udemy - Introducción a la economía (2022)
Udemy - Beginning C++ Templates (2021)

TECHNICAL CAPABILITIES

- **Skills**

  C#, C++, Java, Python, MySql/Sql, Git, Js, Ts, Html, Css, php, React, Angular

- **Software**

  Unity3D, VS Code, VS, JetBrains, Eclipse, Github desktop, Blender 2.8, Adobe package, Spriter, Aserprite, Autodesk Maya, Inno Setup Complier

FULFILLED PROJECTS

- **2019 - Phobos [Trailer]**
  Fps set in space. Winner of pebes awards at UEM. In charge of the sound system and the AI of all the enemies in the game (the scripting of them).
- **2020 - Winter Siege [Trailer][Pc]**
  Top down local coop tower defense. I made the control system using the unity input system, as well as the skillsets and characters systems.
- **2020 - Dino Space Adventure [Gameplay]**
  Developed during my internship at 5th Element Gamimg, with more than 15 people participating in it. Responsible for all the tutorials as well as localization, bug fixes and minigames. The game was recently removed from the stores.
- **2021 - Combine Them! [Website]**
  Developed during my internship at 5th Element Gaming, with another programmer. I've programmed all the drag n' drop interactions and scene management.
- **2021 - Soul Ascent [Thesis][Pc]**
  Isometric 3d roguelite. TFG (undergraduate thesis project). Everything from code to particles (exceptuating the 3d models) were made by me. Highlighting the pseudo procedural generation of levels with a custom made level editor.
- **2022 - Act or Die [Pc]**
  Local cooperative that won the margot talent gamejam sponsored by the Malaga city Council.
- **2023 - PistoleroVR [Github]**
  Currently working on this VR multiplayer cartoonish shooter.

PROFESSIONAL STUDIES

- **2023 - 2022 Master in Entrepreneurial Initiative and Business Creation**
  University Carlos III of Madrid (Spain-Madrid)
- **2023 - 2017 Degree in Computer Engineering**
  European University (Spain-Madrid)
- **2021 - 2017 Degree in Video Game Design and Development**
  European University (Spain-Madrid)
- **2019 Verification: LinkedIn Assessment in C#**
- **2017 - 2015 Bacherol's degree LOMCE**
  Mirabal International School (Spain-Madrid)

ABOUT ME

I have participated in numerous face-to-face and virtual GameJams, in addition to being the organizer of three with the UEM videogame club (uegamestudio). About my spare time, i enjoy playing videogames with my friends, not mentioning practicing inside or outside sports (mainly boxing, fencing and airsoft). Although i'm in love with the hole indie game industry, my favourite videogames are: Journey, Moonlighter, Distraint, Banjo & Kazooie, Death's Door, Cs:Go, Team Fight Tactics, Sekiro, The binding of Isaac, Factorio, Lil Gator Game and Cult of the Lamb.