Yeray Tarifa Mateo

Gameplay Programmer

✉ yeraytm01@gmail.com   ➤ Portfolio   in yeray-tarifa   ○ yeraytm   ◉ Barcelona

I'm a game development student with a technical profile, based in Barcelona. As I'm in the last year of university, I'm looking for an internship agreement in the gaming industry to start my professional career.

Education

Bachelor's Degree in Video Game Design & Development   2019 – present (last year)
Polytechnic University of Catalonia (UPC-CITM)

Hard Skills

C++ | **C# Scripting** (Unity) | **Lua Scripting**

Visual Studio IDE | **GitHub** | **Trello**

HacknPlan

Languages

English • Spanish • Catalan

Projects

Dune: Special Spice Ops 🔗   Feb 2022 – Jun 2022
Gameplay Programmer, Lua & C++
Implemented the resource of the game (Spice), a system to save & load the game and the character's leveling system.

Ko-Fi Engine 🔗   Feb 2022 – Jun 2022
Engine Programmer, C++
Worked on core functionality like basic data structures, importing methods, resource manager (memory references) and implemented the audio system.

Wasabi Warriors 🔗   Feb 2021 – Jun 2021
UI & Gameplay Programmer, C++
Developed the logic of the UI elements in menus and the in-game HUD, in addition to implementing the system to manage controller input.

Soft Skills

Teamwork & Cooperation   Problem Solving   Empathy   Organization