Yeray Tarifa Mateo
C++ Game Programmer

✉ yeraytm01@gmail.com ↖ Portfolio in yeray-tarifa ◯ yeraytm ◉ Barcelona

I'm a final-year student passionate about programming and technology. I have been working on my game programming skills in C++ on different team projects where I acquired technical, organisational and teamwork skills. You can have a look at these projects in my web Portfolio ✇

Education

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

During the degree, I have been learning about the game development process from the technical, design and production profiles. The degree study programme is planned to focus on technical skills with different programming languages (C++, C#, GLSL, Lua, Dart) and software (Unity & Unreal Engine), providing a broad and practical experience in different fields of interactive applications through multidisciplinary courses.

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.
- The project was presented at IndieDevDay ✇ and DeviCAT ✇

Ko-Fi Engine ✇   Feb 2022 – Jun 2022
Engine Programmer, C++

Worked on core functionality like basic data structures, importing methods, resource manager (reference counting of loaded assets) and implemented an audio system using OpenAL. I made an extensive use of the Standard Library (STL): containers, I/O & filesystem.

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.

Hard Skills

C++ | **Unreal Engine 5** | **C# Scripting** (Unity)

Lua Scripting | **Visual Studio IDE** | **GitHub**

Trello | **HacknPlan**

Soft Skills

Teamwork & Cooperation | Problem Solving

Empathy | Organization

Languages

English • Spanish • Catalan