

# Yeray Tarifa Mateo

## C++ Gameplay Programmer

✉ yeraytm01@gmail.com    📁 Portfolio    in yeray-tarifa    🔄 yeraytm    📍 Barcelona

I'm a final-year student of the degree in video game design & development, passionate about programming and technology. Based in Barcelona. I'm currently looking for an internship agreement in the gaming industry to start my professional career as a game programmer and be part of fulfilling projects.

### Education

#### Bachelor's Degree in Video Game Design & Development

2019 – present

*Polytechnic University of Catalonia (UPC-CITM)*

### Hard Skills

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

English • Spanish • Catalan

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

**HacknPlan**

### Languages

### 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