

# Yeray Tarifa Mateo

## Gameplay Programmer

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### ABOUT ME

I'm a final year university student looking for a college internship in a game development company to start my professional career in the industry.



### EDUCATION

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

2019 – present (last year)

*Polytechnic University of Catalonia (UPC-CITM)*

### </> HARD SKILLS

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

**Visual Studio IDE** | **GitHub Desktop**

**HacknPlan** | **Trello** | **Google Workspace**



### SOFT SKILLS

- Teamwork & Cooperation
- Problem Solving
- Empathy
- Organization



### PROJECTS

#### Dune: Special Spice Ops [🔗](#)

Feb 2022 – Jun 2022

*Gameplay Programmer, Lua & C++*

Real-time tactics game focused on stealth, discovery and strategy.

#### Ko-Fi Engine [🔗](#)

Feb 2022 – Jun 2022

*Engine Programmer, C++*

3D Game engine developed to create Dune: Special Spice Ops.

#### Wasabi Warriors [🔗](#)

Feb 2021 – Jun 2021

*UI & Gameplay Programmer, C++*

RPG developed using only SDL. Turn-based combat in urban Japan with a story about power and corruption.



### LANGUAGES

English • Spanish • Catalan