

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