

Yeray Tarifa Mateo

C++ Gameplay Programmer

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I'm a final-year student of the degree in video game development at the UPC-CITM, interested in 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.

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