

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. During the degree, I have been learning and working on my programming skills mainly in C++ on different team projects as you can see in my Portfolio web.

I'm familiarized with Agile and version control methodologies, Unity, and currently learning Unreal Engine.

Education

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

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.

Hard Skills

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

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

HacknPlan

Soft Skills

Teamwork & Cooperation | Problem Solving

Empathy | Organization

Languages

English • Spanish • Catalan