

EDUCATION

San Jorge University – Dual Degree: 8.26/10 Zaragoza, Spain
Bachelor of Science in Computer Science *Sep. 2019 – July 2024*
Bachelor of Science in Video Game Design and Development *Sep. 2019 – July 2024*

EXPERIENCE

- **Larian Studios** Barcelona, Spain
Tools Programmer *Oct. 2024 – Present*
 - **Current project:** Working on Larian's newly announced title, Divinity.
 - **Previous project:** Contributed to Baldur's Gate 3 post-launch.
- **Adrift Team – Internship** Remote
Tools Programmer, Technical Artist, Game Designer *Aug. 2023 – May 2024*
 - **Responsibilities:** Engineered tools that significantly sped up development cycles. Contributed to the creation of shaders, addressed optimization issues, designed levels...
 - **Technology:** Utilized Git for version control and HacknPlan as project management software.
 - **Accomplishments:** Developed Stickin' the Landing, which released in Steam, Play Station 4/5 and Nintendo Switch.
- **Kraken Empire – Internship** Remote
Tools Programmer, Gameplay Programmer *Jun. 2022 – May 2023*
 - **Responsibilities:** Developed an in-engine level creation tool, enabling users to create and modify custom levels seamlessly, with users reporting high satisfaction and excellent usability.
 - **Version control:** Employed TortoiseSVN for version control within a well-established studio of about 30 professionals.
 - **Accomplishments:** Released Toy Tactics with a 95.2% approval rating on Steam.

PROJECTS

- **Node-based RPG ability creation tool:** Medium-large sized project that elevated my expertise in OOP and design patterns. It enables developers to easily craft highly customizable abilities by using visual scripting.
- **Scalable MMO client-server framework:** Custom messaging framework made in C++ using the asynchronous ASIO library. Implemented a sample MMO game in C++ and SDL2 and automatically scaled it using AWS EC2 technology. This project was one of my final degree projects and was awarded highest honors.
- **Custom game engine:** Developed from scratch using C++ and SDL2. Features multithreading to render thousands of concurrent objects with support of up to 4 threads.

ACHIEVEMENTS

- **USJ Talent Program:** Recognized for exceptional academic performance. *Oct. 2020 – July 2024*
- **Excellence Scholarship:** Awarded for strong high school academic results. *Sep. 2019 – July 2024*

LANGUAGES

English Proficient/Native
Spanish Native
Basque Native
French Basic

SOFT SKILLS

Skills: Highly technical, committed, curious, fast learner, problem solver, team player.

PROGRAMMING SKILLS

Languages: C#, C++, C++/CLI, C, Python **Game Engines:** In-house, Unity, Unreal Engine 4 & 5
Technologies: WPF, Git, AWS, .NET, Node.js, SQL, TCP/IP **Workflows/Other:** OOP, ECS, REST, Agile, Scrum