

# Marcos Herranz Ramírez

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## Profile

Creative video game programmer with experience in game and web development. Worked remotely in a team to release an indie game on Steam in 2020, with a future release on Nintendo Switch. Looking for a programmer position in gameplay or UI departments to learn and work on amazing projects.

## Work Experience

### Unity developer at LOFTUR STUDIO SL

June 2015 – Now

Lead programmer, Technical artist, Unity Developer on the game Kofi Quest: Alpha MOD (Steam, Nintendo Switch) (Remote work in a team of 5)

- Developed multiple RTS systems: troop control, pathfinding, steering behaviours, etc.
- Developed multiple RPG systems: unit types, item management, visual equipment, simple skills, moba-like special skills, cinematics and dialogue.
- Developed the UI/UX of the game with the artists.
- Helped design and program multiple tools: map editor, data editor, node editor for cinematics and scripting, music and sound editors, etc.
- Worked on importing, configuring, and animating props and did most of the visual effects.

### GPASoft Ingeniería de Sistemas Microinformáticos SL

June 2013 – Now

Development of Web (Drupal/PHP) and Mobile Applications (Android, iOS).

- Developed and maintained a complete web application solution for multiple sports club clients. Programmed the connection to servers, registration of users, reservation of tracks / courses / guided activities / tickets / championships, notification system, wallet card, control panel for administration, etc.
- Programmed mobile applications including an access control (opening doors, parking, etc.) and an employer access tracker (monitoring hours, history, etc.).

## Academic Information

### UPC School of Professional & Executive Development

2013 - 2014

Master Degree in Creation and Development of video games

- Developed twin stick local co-op shooter with DirectX and 3D action game with UDK.

### La Salle - Universitat Ramon Llull

2010 - 2013

Bachelor's Degree in Computer Science Engineering

- Developed online multiplayer top down/first person tank game in OpenGL.

## Skills

**Code:** C, C++, C#, Java, Javascript, PHP, SQL, Objective-C

**Tools:** Unity, Unreal, Microsoft Visual Studio, XCode, Android Studio, Git, 3DS Max, Maya, Photoshop, Gimp, Flash/Animate, Audacity, Microsoft Office, Drive tools

**Languages:** English (C1 CAE Passed in 2016), Spanish and Catalan (C1 mother language)

**Others:** Driving license B1

**Favorite games:** Golden Sun, Zelda, Prince of Persia, Uncharted, Witcher, Dark Souls