Mario **Galán Sobrino**

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Education

Sheffield Hallam University   *Sheffield, United Kingdom*
BACHELOR IN COMPUTER SCIENCE FOR GAMES || WITH FIRST CLASS HONOURS || GPA 4.0   *Sep 2023 – May 2024*

ESAT (Escuela de Arte y Tecnología)   *Valencia, Spain*
HND IN COMPUTING - L5 || WITH GRADE DISTINCTION   *Oct 2020 – July 2023*

Experience

Private programming lessons   *Valencia, Spain*
SUBJECTS: *January 2025 – June 2025*
- Unreal Engine 5 (C++ & Blueprints)
- C++ programming
- OpenGL
- Algorithms and data containers

A Night Indoors   *Valencia, Spain*
PERSONAL PROJECT   *August 2024 – January 2025*
- C++ and Blueprint programming using Unreal Engine 5
- The project has two AI models with their own behaviours and patterns
- Complex camera system and spatial sound with multiple attenuation ranges
- Version control using Github and project management using Trello

Noodle: A Big Adventure   *Sheffield, United Kingdom*
FANG-TASTIC GAMES   *January 2024 – May 2024*
- C++ Programming with PlayStation5® API and ImGui
- Graphic and tools programming
- Version control using Github and project management using Trello
- Nominated to Game Republic Student Showcase

Wave Engine   *Sheffield, United Kingdom*
BACHELOR'S DISSERTATION PROJECT   *September 2023 – December 2023*
- C++ programming with OpenGL and multi-threading
- 3D procedural generation with Wave Function Collapse
- Data access, chunks and parallel programming optimizations
- Version control using Github and project management using Trello

Invicta: The Next Queen   *Valencia, Spain*
DARK MOTH STUDIO   *September 2022 – July 2023*
- C++ programming using Unreal Engine 4
- Gameplay and Artificial Intelligence programming
- Close work and communication with the design and art departments
- Version control using Perforce and project management using Trello
- Nominated to Rookie Awards 2024 | Rookie of the Year (Finalist)
- Game available on Steam

Puzzles Engine   *Valencia, Spain*
HND FINAL YEAR PROJECT   *September 2022 – June 2023*
- C++ programming with OpenGL
- Entity Component System and custom-built ImGui editor
- Deferred Rendering, normal and parallax mapping, blur post-process
- Multiple lighting types, cascade shadow mapping, cubemap
- Version control using Github and project management using Trello

More projects in my portfolio: https://mariogalsob.github.io/
PROJECTS DEVELOPED USING UE4, UE5, UNITY, C++ AND GRAPHIC API'S LIKE OPENGL & DX12

Languages

English - C1

I obtained a C1 level in English through the IELTS Academics certification exam. After passing the exam, I lived for a year in the UK where I got to improve my skills even more

Spanish - Native

Skills

Programming languages: C, C++, C#, Python
Source control: GitHub, Perforce, Bitbucket
Game engines: Unreal Engine 4, Unreal Engine 5, Unity
Render: OpenGL, GLSL, DirectX12, HLSL, PS5 Graphic API
Miscellaneous: ImGUI, SDL2, SQLite, MariaDB, Trello, MS Project, RapidJson, TinyOBJ
Personal Skills: Proactive, Hardworking, Reliable, Teamwork, Lateral thinking, Supportive, Diligent

Awards

Jun 2023   **Transform Together Scholarship**, A extremely competitive scholarship awarded by Sheffield Hallam University

James Richardson (Director of Global Development & Partnerships)