



# Mario Tabasco Vargas

## Video Game Developer

Junior game developer with experience in both design and programming, with a solid foundation in C++ and C# game programming, as well as knowledge of common design patterns and game architecture. My curiosity and creativity have led me to work on projects ranging from VR games to a music improvisation app. I enjoy working together with other developers who share my desire to deliver unique experiences.

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### EXPERIENCE AND PROJECTS —————◇

#### Unity Developer and Lead Game Designer

Yggdraseed Studios (Freelance) · 07/2021 – Present

- 2D Action-Platformer game for Nintendo Switch and [Steam](#), made by a team of 8 developers.
- Worked on the integration of FMOD Studio for managing sounds and dynamic music in the game.
- Used Unity's Timeline to implement the game's cutscenes.
- Helped implementing AI behaviours and UI effects.
- In charge of communicating design decisions to different departments and to publishing producers.
- Designed more than 10 levels for the game.
- Worked on the design of systems, narrative and combat.

#### Unity Developer

University final year project · 09/2020 – 06/2021 · [GitHub](#)

- Designed and developed a desktop application that provides a graphical user interface for live music improvisation.
- Used C# and Ruby to build a system that sends OSC messages to Sonic Pi and turns them into sequences of musical instructions.

#### Engine Programmer

University project · 01/2020 – 06/2020 · [Website](#)

- Data-oriented, component-based 3D game engine written in C++ and powered by Ogre3D and SDL 2.0.
- Implemented the physics module for the engine, based on the Bullet Physics SDK.
- Updated and enhanced the animation module.

### EDUCATION —————◇



#### Bachelor's Degree in Video Game Development

Complutense University of Madrid  
Computer Science Faculty

09/2017 – 05/2021

### SKILLS —————◇

- Ability to stay calm under pressure
- Proactive and quick learner
- Strong analytical skills
- Attention to detail and care for delivering good quality work
- Decision making
- Passionate about video games, art and technology

### LANGUAGES —————◇

- **Spanish** – Native
- **English** – Full professional proficiency

### TECHNICAL SKILLS —————◇

C#



C++



Unity



Unreal Engine



Java



Python/Ruby/JavaScript

