

# Mario Rodríguez Chaves

## Videogames Programmer

You can find my portfolio at: <https://mariorod98.github.io/>

I am currently studying a HND in Video Games Programming at ESAT. This is my last year and some of the projects I am currently working on are a custom Graphics Engine and a 2.5D platformer, Born To Rise, that will be released on Steam this summer.

I am seeking to work in a studio where I can further develop my skills and learn from the professionals of the Industry. I am passionate about facing challenges and working with my colleagues to overcome them.

The ideal workplace for me is where I can grow both professionally and personally. Working along with a team that values their members and where your opinion is heard.

### EDUCATION

#### **ESAT (Escuela Superior de Arte y Tecnología), Valencia** *Higher National Diploma in Computing (Videogames Programming)*

Sept. 2021 - Jul. 2023

#### **Universidad de Granada, Granada** *Degree in Computer Science*

Sept. 2016 - Jul. 2021

### PROFESSIONAL EXPERIENCE

#### **UNICOM Software, El Ejido (Spain): Junior Programmer**

Jul. 2020 - Feb. 2021 (8 months)

Worked in an interdisciplinary team where I developed business and financial management software using Clarion and Transact-SQL. During my time here I got familiar with the SCRUM framework.

### SOCIAL MEDIA

Twitter - @mariorod\_dev

Linkedin - [www.linkedin.com/in/mario-rodriiguez-chaves](http://www.linkedin.com/in/mario-rodriiguez-chaves)

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Willing to relocate (Europe & UK)

### PROGRAMMING LANGUAGES

C++  
Python  
C#  
SQL  
Java  
Kotlin

### TECHNOLOGIES

Unreal Engine 4  
Unity  
Android  
OpenGL  
Git  
Perforce  
DearImGui  
Latex

### SKILLS

Adaptability  
Problem-solving  
Teamwork  
Active listening  
Resourceful  
Public Speaking

### LANGUAGES

Spanish - Native  
English - C2