


MARIO GALLEGO

SOFTWARE ENGINEER &
GAME PROGRAMMER

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 [Portfolio](#)

 [LinkedIn](#)

SUMMARY

Passionate Software Engineer specializing in Graphic Programming, Immersive Systems, and Simulation with over two years of experience in software development and game design. A dedicated enthusiast for game programming in Unreal Engine, I consistently channel my free time into new projects and game jams, showcasing my commitment to honing my skills in this dynamic field. Proficient in crafting procedural tools and simulations using a combination of Houdini and Unreal Engine, I bring a unique blend of technical expertise and creative flair to my work. Graduated with a degree in Software Engineering and currently pursuing a master's degree with a focus on Graphic Programming, Immersive Systems, and Simulation. I am driven by a relentless pursuit of innovation, constantly seeking new and inventive approaches to challenges. With a solid foundation in software engineering and a knack for pushing boundaries, I am excited to contribute my skills to projects that not only meet industry standards but also elevate the gaming experience to new heights.

WORK EXPERIENCE

TROODON STUDIOS

Game Programmer & Co-creator • Oct 2023 - Present

- As a Game Programmer and Co-creator in Troodon Studios, I specialize in game programming and tools development, serving as a Co-Founder. Focused initially on a major game project, we successfully divided responsibilities, with my emphasis on creating a procedural spaceship generator system.
- Additionally, I actively participated in diverse, multidisciplinary projects, earning accolades in competitions for our collaborative game development efforts. As a Co-Creator, my responsibilities extend to managing meetings and tasks through agile methodologies, playing a pivotal role in shaping the overall design of our video games.

INNOVAE

Unity VR Programmer • Jul 2023 - Present

- At Innovae, I served as a Unity VR Developer, specializing in crafting virtual reality experiences tailored for skill acquisition in various professional domains. Notably, I led projects focused on creating immersive simulations, managing the entire lifecycle of a dedicated project from inception to completion.
- My responsibilities extended to collaborating seamlessly with remote teams, employing agile development methodologies to ensure efficient and iterative development processes. My role underscored a commitment to innovation in educational VR, enhancing skill learning through engaging and effective virtual experiences.

DIXPER

Software Engineer • Aug 2022 - Jul 2023

- As a pivotal Software Engineer at Dixper, my role encompassed diverse projects involving C++ programming, Unity, and software design. Proficient in a range of tools, including GitHub, Blender, Unity, C++, C#, and Programming in C, I demonstrated a versatile skill set.
- A key accomplishment was my significant contribution to integrating the Banuba SDK with Unity, enabling real-time filters in the Dixper app. This experience not only expanded my knowledge of Unity's utilities but also showcased my capacity for innovative solutions.
- Notably, I played a crucial role in the creation and successful launch of Dixper Vision, contributing as a Unity programmer and C++ developer for plugins and libraries. From inception to completion, I ensured the product's seamless development and functionality.

NTT DATA

Software Engineer • Feb 2022 - Jul 2022

- Contributed remotely to web development projects, utilizing technologies like GitHub, AngularJS, Angular CLI, Angular, JavaScript, HTML, and Microsoft Teams. Enhanced communication and teamwork skills through collaboration with virtual teams, focusing on the implementation of website functionalities.

SKILLS

- Unreal Engine 5/4
- Houdini
- Unity
- C++
- C#
- Physics and Mathematics
- Game Design and Mechanics
- Agile methodologies

EDUCATION

MASTER'S DEGREE IN SOFTWARE ENGINEERING

U-TAD • 2023–Present
Graphic Programming, Immersive Systems and Simulation

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING

U-TAD • 2019–2023

CERTIFICATIONS

BECOMING A PRODUCT MANAGER: A COMPLETE GUIDE

LinkedIn & IIBA® • 2023
[Credential](#)

GAME DESIGN FOUNDATIONS: 1 IDEAS, CORE LOOPS, AND GOALS

LinkedIn • 2023
[Credential](#)

GAME DESIGN FOUNDATIONS: 2 SYSTEMS, CHANCE, AND STRATEGY

LinkedIn • 2023
[Credential](#)

GAME DESIGN FOUNDATIONS: 3 PITCH, PROPOSE, AND PRACTICE

LinkedIn • 2023
[Credential](#)

UNREAL ENGINE BLUEPRINTS

LinkedIn • 2023
[Credential](#)

UNREAL ENGINE: POST PROCESS EFFECTS

LinkedIn • 2023
[Credential](#)

LEARNING HOUDINI

LinkedIn • 2023
[Credential](#)

HOUDINI ESSENTIAL TRAINING

LinkedIn • 2023
[Credential](#)

PROJECTS & AWARDS

THE LAST ARCADE

Unreal Engine 5.3
2023
Madrid in game Hack Jam Ed.3

- Winner: Best Idea
- Winner: Best Art

[Project Link](#)

ANULAX

Unreal Engine 5.2
2023
Madrid in game Hack Jam Ed.2

- Winner: Best Idea

[Project Link](#)

BIO JAM

Unreal Engine 5.2
2023
Madrid in game Hack Jam Ed.1

- Winner: Best Narrative

[Project Link](#)

PLUMVR

Unity VR
2022-2023
Rookie awards

- Winner: Career opportunities - Realworld one
- Winner: Rookie of the year - People's choice
- Finalist: Game of the year - Immersive media
- Finalist: Rookie of the year - Immersive media

[Project Link](#)

DISSOCIATION

Unity VR
2022 -2023
Bachelor's Thesis
[Project Link](#)



LINKEDIN



GITHUB



PORTFOLIO