

# Gabriel Marín Terrón

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## Profile:

Passionate and enthusiastic programmer with a special interest in engine, graphic and animation programming as well as general purposes GPU techniques. Aiming to bring originality, proactivity and hard work to the team I work with by contributing with creative solutions to possible problems that may arise during the development of projects, always with a smile and making the work the most pleasant way for the team.

I am currently working as a Software Engineer at The Multiplayer Group (MPG), where I have been working with the top AAA game development companies, providing high quality solutions to huge projects. Apart from this, I have previously worked on a start-up creating a virtual reality tool to help therapists in their treatments. In addition, I have developed a GPU accelerated animation library for my own rendering engine.

## Skills:

<b>Languages:</b>	English (Fluent), Spanish (Native)
<b>Programming Languages:</b>	C++, C, C#, HLSL, GLSL, ARM Assembly
<b>3D Computer Graphics:</b>	DirectX 11, OpenGL 3.X
<b>Game Engines:</b>	Unreal Engine 4 (published game), Unity (professional experience)
<b>Other Technical Skills:</b>	Visual Studio, RenderDoc, Git, Perforce, Plastic SCM, Jira, Game Design, FMOD Studio

## Relevant Experience:

**Software Engineer,  
The Multiplayer Group**

**May 2022 - Present**

During my time at The Multiplayer Group, I have worked on several projects with different technologies. The most well known project I have worked on is Fall Guys (June 2022 - June 2023), where I have contributed as a software engineer, specially as core / tool engineer. Unfortunately, I cannot add much information about what I have done, because there are confidentiality agreements.

**Remote Unity Developer,  
Amelia Virtual Care**

**June 2020 - May 2022**

During my period of work at Amelia Virtual Care, I have participated in complete software development and software maintenance cycles. Since Amelia Virtual Care is a start-up with a small technical team I have been heavily involved in these processes being the main responsible for the management and maintenance of the application. I have mainly played the role of Gameplay and main Engine Programmer.

These are the main tasks I have developed during my stay in the company:

- Port all the software to a newer engine version.
- Refactor software to improve performance and maintainability.
- Design and Implementation of new features and systems.
- Collaborate with leads in development of estimates and schedules.
- Prepare and generate builds for the different supported devices.

**Game Programmer, Spooky Waffle**

**October 2018 - July 2019**

I worked on the game Avalo Legends, forming part of a student studio inside the university. Avalo Legends is a first-person melee local multiplayer game made in Unreal Engine 4.

It is published on Steam. These are the main contributions to game development:

- Full implementation of the multiplayer system (split-screen system and input management).
- Design of class hierarchy and component system by character.
- Implementation of some characters' abilities.
- Implementation of some post-processing visual effects (e.g. outline of character).
- Capture the flag game mode (design and implementation).
- Integration of FMOD plugin for the implementation of the game's audio.
- Full game audio system implementation and integration.

## Education:

- BSc (First Class Honours 1) Computer Science for Games in Sheffield Hallam University 2019-2020 (Final year only. Course continued from ESAT, a full degree is given upon its completion).
- BTEC Level 5 HND in Computing and System Development in ESAT (Escuela Superior de Arte y Tecnología) 2016-2019.

**References available on request**