Adrián Mirabel

Video Game Programmer

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Video game programmer with a bachelor's degree in game programming/design and a master's in advanced AAA game programming. Proficient in C, C++, C#, Unity, and custom engines. Aspiring developer with experience in collaborative projects and leadership.

Projects

HelHeimEngine:
- Lead programmer of 19 students to develop HelHeim, a C++ and OpenGL engine.
- Implemented filesystem and resource management systems for handling external and internal assets.
- Conducted code review and rework to maintain consistency, quality, and efficiency, using GitHub for version control and project workflow.

Chrysalis (HelHeimEngine):
- Worked alongside a team of 28 students to design and develop a top-down shooter within a AAA simulation project.
- Collaborated with the art department to create a pipeline for optimal asset integration.
- Refactored and polished gameplay features to ensure they functioned as intended.

The Mandalorian: Sands of Avala (Null Engine):
- Designed and developed a rogue-like game based on the Star Wars franchise using a custom C++ engine, team composed by 24 members simulating a AAA experience.
- Integrated Recast&Detour for enemy pathfinding and Wwise for the audio system.
- Served as Scrum Master for multiple teams to ensure a smooth workflow.

Legacy Engine:
- Built from scratch a C++ engine focused on model rendering and scripting system, working with multiple DLLs.

Work Experience

Oct. 2022 - Jan. 2023	**Unity Programmer (Cupra)** Created an Unity app to test car gamification, my work focused on UI and car simulation.
Apr. 2023	**Play Tester (Larian)** Collaborated closely with the QA lead to report bugs and provide feedback on gameplay experience.

Education

Oct. 2023 - Nov. 2024	**Master's Degree in Advanced Programming for AAA Video Games** *UPC, Barcelona* • Focused on game engine architecture, optimization, and advanced graphics techniques.
Sep. 2018 - Jun. 2022	**Bachelor's Degree in Video Game Design and Programming** *CITM, Barcelona* • Solid foundation in C/C++, video game programming, and design.

Skills

Programming languages: C, C++, C#
Engines: Custom engine, Unity, Unreal, Godot
Libraries: SDL, OpenGL, Dear ImGui, Wwise

Tools: Visual Studio, GitHub, Hack&Plan, Blender
Soft skills: Teamwork, Leadership, Problem-solving, Adaptability

Languages

Spanish, Catalan: Native
English: B2 First