

Laura Barrenengoa

Gameplay programmer

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Education

B.S in Computer Science in Real Time Interactive Simulation (RTIS) 2014 - 2018

DigiPen Institute of Technology Europe-Bilbao

Student projects

Senior year (In development) 2017 - 2018

FAST FOOD

- Created all the visual effects in the game, such as particles and water
- Added all the sound effects that will help the player identify what is going on in the screen
- Coded the chasing fire mechanic used in the second phase of the game
- Implemented the talking pea that will help the player through the gameplay

Global Game Jam 2018

PAPERFLY EFFECT

- Collaborated in the implementation of the player movement
- Designed and implemented the particles and outline of movable effects
- Synchronized the movement of the butterfly with the animation

Junior year 2016 - 2017

TEOTL: RISE OF A GOD

- Prototyped the first idea of the game in Unity to test the roughly designed mechanics
- Involved in gameplay department by programming new mechanics for the game
- Implemented the data manager for saving/restarting
- Added and polished visual feedback in collaboration of the art department

Sophomore year 2015 - 2016

UNI VS TEAM

- Programmed the combat system and arenas of the combat mechanic
- Designed and programmed the stats system and the HUD we use to represent their value
- Involved in visual and acoustic feedback, such as the introductory comic

Work experience

Mathematics grader 09/2017 - 12/2017

Helped mathematics teacher in charge of first year students by correcting part of the given homework

Accomplishments

PAPERFLY EFFECT - Global Game Jam Bilbao 2018

Winner – Best game

TEOTL: RISE OF A GOD - Fun & Serious 2017

Finalist - Best university videogame

TEOTL: RISE OF A GOD - AZPlay 2017

Finalist - Best Basque videogame

TEOTL: RISE OF A GOD - Gamelab BCN 2017

Finalist - Best university videogame

Skills

Programming languages

- C (Advanced)
- C++ (Advanced)
- GLSL (Intermediate)
- C# (Basic)

Developing tools

- Visual Studio (Advanced)
- Unity (Basic)
- Unreal (Intermediate)
- 3ds Max (Intermediate)

Others

- Agile/Scrum (Basic)
- Msoffice (Advanced)

Languages

English – Fluent

Spanish – Native

Basque – Native, EGA

Others

Driving license

Willingness to travel