



# Mario Fernández

GameDev

- Frankfurt am Main, Germany
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## About me

I'm a game developer who enjoys developing and playing video games equally.

The first memories that I have of playing video games are afternoons that I spent playing Super Mario in my cousin's old NES. I've been loving video games since then, and that is the industry to which I dedicate my life.

## Skills

- C++ : 6 years
- C# : 3 years
- OpenGL : 2 years

## Languages

- English : Working Proficiency
- Spanish : Native
- Catalan : Native

## Professional Projects

Deck 13  
Gameplay Programmer

- Part of the Atlas Fallen tech team, composed of around 20 people.
- Worked on a C++ in-house game engine.
- Implemented and owned open world systems.
- Implemented and owned UI systems.
- Maintained and implemented new features in the game engine.

Frankfurt am Main, Germany  
Sept 2021 - Present



Crytek  
Jr. Gameplay Programmer

- Part of the HUNT: Showdown gameplay systems team, composed of around 20 people.
- Worked in C++ on CryEngine.
- Improved the existing live events systems to support multi stage live events.
- Supported existing mechanics to maintain a cohesive high performance competitive game and improving the player experience.

Frankfurt am Main, Germany  
Oct 2020 - August 2021



## Personal Projects

More info about my projects in [my portfolio!](#)

United Twilight Souls  
Solo developer

- 3D game beat'em up based on a past project towards which I contributed, Twilight Souls.
- Implemented in C# on Unity engine.
- The original game was written in C++ on a custom engine.
- The whole port was done by myself to showcase my Unity skills.

Frankfurt am Main, Germany  
Feb 2022 - August 2022



## Education

M.S. in Advanced Programming for AAA Video Games  
UPC School (Universitat Politècnica de Catalunya)

Barcelona, Spain  
Oct 2019 - Nov 2020

B.S. in Computer Science  
UPC (Universitat Politècnica de Catalunya)

Barcelona, Spain  
Sept 2014 - Jun 2018