Mario Borrajo Megoya

Portfolio: https://mbmdevelop.github.io
Github: https://github.com/mbmdevelop
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Work Experience

Associate Gameplay Programmer (Unreal Engine 5) Dec. 2021 - present
Splash Damage
Working on unannounced game
C++, Blueprints, Network Multiplayer, Gameplay, MassEntity, Game Systems, Tools

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Unreal Engine Programmer (Unreal Engine 4) May. 2021 - Jul. 2021 (3 months)
Binarybox Studios
VR, Oculus Rift, Oculus Quest 2, C++, Blueprints, Network Multiplayer, Game Systems, Core Game Loop

Projects

Sekiro: Shadows Die Twice Grappling Hook Mechanic (Unreal Engine 4) Nov. 2020
Little project made in C++ using Unreal Engine 4 recreating the grappling hook mechanic from Sekiro: Shadows Die Twice.
https://github.com/mbmdevelop/-UE4-Sekiro-GrapplingHook

[**BSc Final Year Project] Artificial Neural Network Plug-In** (Unreal Engine 4) Jun. 2020
Plug-in developed for UE4 to create and train different Artificial Neural Network topologies using C++ or Blueprints.
https://mbmdevelop.github.io/mbm_ann_plugin.html

[HND Final Year Project] Old Town Stories (Unreal Engine 4) Jul. 2019
VR first person shooter game developed in UE4 along a small group of programming and art students as a final year project.
Custom audio system (using FMOD Core and Studio APIs), implementation of the FMOD Studio Plug-in into the project to manage SFX and Music using FMOD Studio Middleware, implementation of the Oculus Audio SDK into the project to provide audio spatialization using Oculus.
https://store.steampowered.com/app/1120850/Old_Town_Stories

Academic Degrees

BSc (Hons) in Computer Science for Games 2019 - 2020
HND in Computing and Systems Development 2016 - 2019
IELTS (B2) 2019

Skills

- **Programming Languages**
  - **C**
  - **C++**
  - **C#**
  - **ARM Assembly**
- **GameDev Technologies**
  - **Unreal Engine 5**
  - **Unreal Engine 4**
  - **Unity**
  - **SFML**
  - **SDL**
  - **OpenGL - GLSL**
  - **DX11 - HLSL**
- **Others**
  - **Git**
  - **Perforce**
  - **CMake**
  - **Premake**
  - **FMOD**