

# Dario Artiles

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## **ABOUT ME**

I am a skilled programmer with proficiency in C and C++, and experience working with Unreal Engine 4 and Unity. I have successfully developed two game engines from scratch, utilizing the PlayStation 5 Devkit and SFML. I place a strong emphasis on writing code that is both readable and efficient. Additionally, I excel in team environments and remain calm and composed under pressure.

## **EXPERIENCE**

### ***Programmer Qt6 C++ / Aerolaser System***

*February - April 2025*

Refactorized code in key features, solving memory leaks, cleaning code and making them more efficient.

### ***Programmer UE4 C++ / ESAT***

*2022 - 2023*

Implemented block mechanic logic, integrated Niagara particles, and optimized existing code.

### ***Remote React Programmer / Hapsto***

*April - June 2020*

Developed both backend and frontend for a data entry application, managed workload independently, and met project deadlines.

## **EDUCATION**

### ***Sheffield Hallam University – Sheffield*** ***Bachelor's degree in Computer Science for Games***

*2023 - 2024*

Specialized in PlayStation SDK and advanced C++.

### ***ESAT – Valencia***

#### ***HND in Game Development***

*2020 - 2023*

Gained expertise in Unreal Engine 4, Unity, and professional development tools like Trello and Parsec.

### ***CIFP Villa de Agüimes – Gran Canaria***

#### ***Higher Technical Certificate in Web Application Development***

*2018 - 2020*

Developed proficiency in HTML, CSS, and JavaScript.

## **PROJECTS**

### **Invicta: The Next Queen** **(ESAT)**

- Developed the block mechanic logic, added Niagara particles and VFX, and refactored code for optimization.
- **Tech stack:** C++, Unreal Engine 4

### **Data Entry Application** **(Hapsto)**

- Created a full-stack application for data entry with form creation capabilities.
- **Tech stack:** React, HTML, CSS, JavaScript

## **TECHNICAL SKILLS**

**Languages:** C++, C#, ARM Assembly, HTML, CSS, JavaScript

**Game Engines:** Unreal Engine 4 (C++ and blueprints), Unity

**Tools:** PlayStation SDK, OpenGL, Perforce, Trello, Parsec

**Frameworks:** React

## **LANGUAGES**

English (Fluent), Spanish (Native)