

# Dario Artiles

darioartilesdiaz@gmail.com

+34682876525

[LinkedIn](#) | [Portfolio](#)

## 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)