Víctor Falcón Zaro

Software engineer

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Hamburg, Germany
Porfolio
Github

ABOUT ME

Highly skilled and motivated software engineer with strong knowledge of programming languages and enthusiasm for creating immersive gaming experiences. Eager to contribute to a dynamic development team and take on new challenges.

EXPERIENCE

Programmer | Fishlabs GmbH | Hybrid | Sep 2024 - Current
Collaborated in the core technology and porting for the following games

- Dead Island 2 for Mac OS: Worked on the crossplatform and networking layer using Unreal Engine, C++17, Objective-C.
- Goat Simulator 3 for Amazon Luna: Game Night: Worked on the game server backend to allow for web controllers to control the game through various services, using Unreal Engine and C++17.

Programmer | 2Awesome Studio | Remote | Mar 2023 - June 2024

- Collaborated with a team of developers to optimize performance for Unreal Engine projects for the PS5/PS4, Xbox Series X/S and Xbox One gaming consoles using C++.
- Collaborated on the development of an internal project as a gameplay programmer using C# and Unity Engine.

Programming teacher | LifeCole | Remote | Dec 2021 - Mar 2023

- Created engaging lesson plans and projects to teach programming concepts and languages. Using C/C++, C# and Lua
- Provided individualized instruction to students of varying skill levels and learning styles.

EDUCATION

Videogame Design & Development 100% English | UPC | Barcelona, Spain
Guardians of the Galaxy: Battle for the Universe is a top-down shooter game developed with an own game engine by a team of 20 people.

- Website

SKILLS

Teamwork – Adaptability – Problem Solving

TECHNICAL SKILLS

C/C++ - C# – Unity - Unreal

LANGUAGES

- Spanish - C1
- Catalan - C2

- English - B2