

Darío Calderón Tornero

 +34 665042632

 dariocalderontornero@gmail.com

[Portfolio](#)

[Github](#)

 Valencia, Spain

SUMMARY

Gameplay Programmer specialized in Unity and Unreal Engine 5 with hands-on experience developing gameplay systems, multiplayer features, a VR game, and a published mobile game. Passionate about writing clean, maintainable code, solving technical challenges, and continuously learning. Currently seeking my first professional opportunity to contribute to a game development team.

PROJECTS

- **BipBop – Published Mobile Game**
 - Published on Google Play.
 - Integrated AdMob, IronSource and PlayFab.
 - Migrated from Unity 2022 to Unity 6.
- **Kitchen Chaos Multiplayer**
 - Built in Unity using Netcode for GameObjects.
 - Implemented multiplayer gameplay systems
 - Using RPCs and NetworkVariables.
- **Bachelor's Thesis – Gameplay Ability System**
 - Unreal Engine 5.
 - C++.
 - Gameplay Ability System.
 - Multiplayer functionality.
- **The Peak**
 - Turn-based tower defense
 - Grid + AI Pathfinding

EDUCATION

- Bachelor's Degree in Game Design and Development
- Florida Universitària – Catarroja, Valencia, Spain

TECHNICAL SKILLS

- C#
- C++
- Unity
- Unreal Engine 5
- Object-Oriented Programming
- Multiplayer Networking (Netcode For GameObjects)
- Git

PROFESSIONAL SKILLS

- Problem Solving
- Teamwork
- Communication
- Adaptability
- Continuous Learning
- Attention to Detail
- Time Management

LANGUAGE

- Spanish (Native)
- English (Professional Working Proficiency)