

Daniel Goldáraz

dgoldaraz@gmail.com

Gameplay Programmer

- Experienced Programmer in different disciplines related with videogames and simulation projects.
- Willing to work on Gameplay/AI in videogames.
- Hands on different parts of the videogame development, such as Animation, Gameplay or Artificial Intelligence.
- Experienced in creation and understanding of big projects and complex applications with multiple libraries or engines.
- Trained in planning and design of new features for products.
- Always willing to learn new techniques or new technologies related with videogames.

Contact

LinkedIn profile <https://www.linkedin.com/in/danielgoldaraz>
Personal website <http://danigoldlan.wix.com/myportfolio/>
GitHub <https://github.com/dgoldaraz>
Itch.io <https://dgoldaraz.itch.io/>

Skills

- **Gameplay:** Extensive use of different engines (like UDK or Unity) and languages for creation and exploration of new gameplay ideas for games.
- **Animation:** Knowledge of old and new techniques related with animation in games and how to implement those on new systems.
- **Artificial Intelligence:** Knowledge of the basic algorithms of PathFinding and Procedural Level Generation. Willing to learn and create new behaviours.
- **Physics/Maths Programming:** Extensive use of different Physics engines such as PhysX or Bullet. Knowledge Maths/Physics related with videogames and how to use it.
- **Graphics:** Knowledge of shaders and use of GLSL. Understanding of the base in render lightning.
- **Game Engines:** UDK, Unity, GameMaker.
- **Programming Languages:** C++, C#, LUA, Python, OpenGL, TypeScript
- **3D Experience:** Using of Maya and Blender to create 3D objects and learn how to export/import from them.
- **Agile Methodologies:** Trained in the use of agile methodologies(SCRUM) and adapted to sprint planning.

Education

2009-2011	Master's: Graphics, Videogames & Virtual Reality. GPA 8.69 University Rey Juan Carlos (URJC), Madrid, Spain.
2004-2009	Bachelor's Degree: Computer Engineering. GPA 7.69 University Rey Juan Carlos (URJC), Madrid, Spain.

Experience

2016 -

Gameplay Programmer

Deep Silver Dambuster Studios, Nottingham, NG1 7HG

At the moment I'm working in a new AAA game as Gameplay programmer related with Animation.

My main duties are design and implement new Animation systems for all the different characters on the game, working with Technical Animators and programmers. Also, I'm involved in new Gameplay systems as Ledge-Grabs of GameplaySequences.

I am responsible of the creation of new systems to allow my team the creation, implementation and debug of new animations and behaviours in game.

I work close to the AI team so create a good combination between "what" the character wants to do and "how" is going to do it.

I'm responsible of design and plan any new task related with my field.

2014 - 2016

Application Developer

Natural Motion Limited, Oxford, OX4 1PT

I was working as part of a large team on Morpheme/Euphoria, an industry leading Animation authoring tool and engine for AAA Games.

I designed and planned new features, hosted meetings and implemented them collaborating with other members of the team. One of the most significant pieces of work I undertook was the design and development of blend shapes support (including debugging) within the authoring tool. In this I worked extensively with our proprietary scene graph and rendering pipeline.

I assumed responsibility for XMD, our proprietary animation format, and supported it for the latest release cycle. This required supporting plugins for Maya, 3DS Max and Motion Builder as well as the XMD codebase.

I have been responsible of the upgrade from 32bit to 64bit version of Morpheme Tool.

As a part of the team I also did maintenance work and bug fixing on the codebase which has 1.5 million lines of code.

I assisted with the mentoring of new starters and interns and I am currently managing the intern program.

2011 - 2014

Software Engineer, Research and Development

Next Limit Technologies – Madrid, Spain

I worked developing cutting edge 3D application in one of the main VFX companies.

As a main role, I coordinated and planned the different features of the application, managing a team of four people.

I programmed lots of different parts of the application starting from the low core and database of the application and moving to UI (using Qt), OpenGL visualization or Networking.

I managed and ensured that the projects it's always on-time and the team can afford the different deadlines.

Also, as part of a new application, I always tried to learn more about simulation and new simulation tools that our company developed.

VideoGames Projects

Rocket Landing

Physic game done in Unity where the player needs to land a rocket in a specific "Landing Plataform". For this game, I programmed my own RigidBody and how the gravity affects it. Also, I programmed some new feature like "space wind" and crashing effects.

<https://dgoldaraz.itch.io/rocket-landing>

PathFinding Experiment

This is an experiment just to apply the PathFinding algorithms such as A* or Dijkstra. In this game the user can create a complex environment and test ow this two algorithms work.

<https://dgoldaraz.itch.io/pathfinding-experiment>

The Long Journey

This game it's based on the space defender game. The user needs to reach the longest distance avoiding the meteors and dealing with enemies. In this game there are different enemies, with a procedural generation of enemies squadrons. Also, there are three different types of spaceship to choose.

<https://dgoldaraz.itch.io/laser-defender-the-long-journey>

Bubble Experiment

This game it's based on the classic Pang! game. I implemented all the new gameplays in the game like new items and power ups. I also deal with how the physics in the ball works.

<https://dgoldaraz.itch.io/bubble-experiment>

Game Jams

I participate in different games jams that allow me to learn and create new small games like:

<https://dgoldaraz.itch.io/away-gbjam5>

<https://dgoldaraz.itch.io/robot-rythm>

Personal Projects and Additional Experience

Master's Degree

Final Project: Fracture Simulation of Elastic Objects.
Qualification: 10/10

Bachelor's Degree

Final Project: Creation of a videogame with the inclusion of haptic.
Qualification: 9,5/10

Languages

English Full professional proficiency

Spanish Native

Referees

Morpheme Application Team Lead

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