Eva Quintela Baloira

GAME PROGRAMMER

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PORTFOLIO – LINKEDIN – ITCH.IO – GITHUB

Game programmer with three academic excellence awards in game development and an internship in the multiplayer survival game *Smalland*. I consider myself a perfectionist and good team player who loves to receive feedback to improve. I programmed diverse video games during my degree and master and also joined a few Game Jams that made me stand out for my capacity to solve problems and my quick learning, creating full and free of bugs games in tight deadlines.

SKILLS C++, C#, Unreal Engine, Unity, Python.

EXPERIENCE
PROFESSIONAL
JUNIOR LEVEL DESIGNER, MERGE GAMES STL, REMOTE – 10/2022-01/2023

Remote internship in *Smalland* video game on a multidisciplinary team where I performed Set Dressing, Level Design and Testing tasks that allowed me to test my skills in Unreal Engine. I also learned how to use GitHub and Asana, improving my ability to work in a team.

PROJECTS
UI LIBRARY, INDIVIDUAL PROJECT – C++ – 06/2025-PRESENT

Currently developing a widget library for video game UI following the MVVM architecture using only C++ and SFML for the graphics.

VORAX BREAKOUT, ROGUELIKE, TEAM PROJECT – UNITY – 01/2025-06/2025

Autobattler and roguelike strategy game made as a Final Master's degree Project where I was in charge of UI design and implementation.
- Design of the interfaces aimed to an audience not familiar with the roguelike genre.
- Implementation of the different UI elements following a data-driven model.
- Refinement with animations to emphasize player interactions.

FLAVOR SAVIOR, RPG, TEAM PROJECT – UNREAL ENGINE – 01/2023-06/2023

2.5D RPG made as a Final Degree Project where I was the lead programmer.
- Planning programming tasks and creating deadlines for them.
- Implementation of the designer's needs main and side quest system.
- Creation of a turn-based battle system with mini-game performed attacks.
- Game optimization and bug fixing.

EDUCATION
VIDEO GAME PROGRAMMING ONLINE MASTER'S DEGREE, – UNITY, C++, UNREAL ENGINE
THE CORE SCHOOL – 10/2024-07/2025

Best academic record award in this Master's degree and the overall best record in The Core School.

DIGITAL DESIGN, ANIMATION AND VIDEO GAMES DEGREE, – UNREAL ENGINE
UNIVERSIDADE DA CORUÑA – 2019-2023

Academic excellence award won on third year, focused on game development.

OTHER EXPERIENCE
KITCHEN ASSISTANT, CAFETERÍA QUINTELA – 2017-PRESENT

For years, I combine my studies with helping my parents in their restaurant kitchen. As a result, I am used to work on a daily basis in a team in an organized way and under pressure.