

David Saltares Márquez

Games designer and programmer

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Brief profile

Games designer and programmer with AI specific skills and a huge interest in new gaming concepts.

Skills

- Proficiency in C/C++, knowledge of Python, Java, PHP, Javascript, Perl and Lisp.
- Usage of STL and Boost.
- Experience with Ogre3D, Corona SDK, SDL and Gosu.
- Familiarity with version control systems: Git and SVN.
- Management of database systems: MySQL, Oracle and Postgres.
- Usage of IDEs: Visual Studio, Eclipse and CodeBlocks.

Education

Kingston University United Kingdom

Postgraduate in Games Development 2011 – present
Inkubator Lab member

Cádiz University Spain

Computing Science 2007 – 2011

Work experience

Cádiz University Library

Web developer and systems administrator intern
June 2011 – December 2011

- Maintaining and developing Java plugins for a DSpace repository
- Writing Python and Perl scripts for metadata processing
- Developing a web application (both front-end and back-end)

Games and projects



Sion Tower - 2011

Tactical action 3D game for Windows and Linux.

Best Community Project at the V Open Source University Contest.

- Role: project leader, designer and sole programmer
- Development time: 6 months
- Team: 1 3D artist, 1 2D artist, 2 musicians and 1 sfx artist
- Technology: C++ language using Ogre3D



Granny's Bloodbath - 2010

Side scrolling platform action 2D game for Windows and Linux.

- Role: game designer, lead programmer
- Development time: 3 months
- Team: 2 programmers
- Technology: C++ language using SDL



Air Force Pilot – 2009

Top view plane action 2D game for Windows and Linux.

Finalist at the IV Open Source Cádiz University Contest.

- Role: game designer, sole programmer and artist
- Development time: 2 months
- Technology: C++ language using SDL



Cádiz University Games Development Society

Founder and current president.

- Talks on games design and programming
- Workshops on specific libraries
- Documentation generation

References

Available upon request.