

DIEGO MARTI MASON

GAME PROGRAMMER

PERSONAL DATA

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WORK EXPERIENCE

Research Assistant – University of Derby (Summer 2020)

- Developed an application in VR for Crowd Dynamics and social distancing and wrote a poster about it for the 2020 Virtual Reality Software and Technology conference in Ottawa (moved to a remote conference due to Covid 19).

Computer Lab Assistant – University of Derby (January 2020 – May 2020)

- Assisted students in developing a graphics engine using DirectX11. Also, I assisted in the labs for Foundations to Computer Science, in these sessions I helped students to understand the underlying principles of data structures using C.

Junior Programmer/Internship – Red Rake Gaming (September 2018 – June 2019)

- Part of the social games department our.com where I created and ported, from Flash to HTML5/JS, games, using PixiJS, a Javascript graphics framework. I also had the opportunity to work in the real-casino games department, using the same tools, I was involved on the development of Blackjack, Roulette, Frenzy Discs, Videopokers and Videobingos.

EDUCATION AND ACHIEVEMENTS

GENERAL EDUCATION

BSc (Hons) Computer Games Programming - University of Derby (2016-2020). Graduated with a 1st Class Honours (1:1).

OTHER QUALIFICATIONS

International English Language Testing System (IELTS) (2016). Level Proficient user.

Summer Course in Level Design in Unreal Engine at ESAT Valencia (2014).

ACHIEVEMENTS

University of Derby Dean's Award (2017). Received Dean's Award for "achieving the greatest difference in progression".

PUBLICATIONS

(2020)

- D. Marti Mason, L. Stella and D. Bauso, "Evolutionary Game Dynamics for Crowd Behavior in Emergency Evacuations", accepted for publication in *Proceedings of the 59th IEEE Conference on Decision and Control*, 2020.

- D. Marti Mason, M. Kapinaj, A. Pinel Martínez and L. Stella, "Impact of Social Distancing to Mitigate the Spread of COVID-19 in a Virtual Environment", accepted for publication in *ACM Symposium on Virtual Reality Software and Technology (VRST)*, 2020, Ottawa, OT.

SKILLS

Programming Skill:

C#, C++, C, JavaScript, Java.

Software Skill:

Unity Engine, Unreal Engine 4, PixiJS, Git, Github, Tortoise SVN, JIRA, Confluence, HackNPlan, Visual Studio Enterprise, Visual Studio Code, Netbeans, Eclipse, Microsoft Office, Photoshop, and familiar with phpMyAdmin using MySQL.

Languages:

Fluent in Spanish and English, both written and oral. And proficient in Catalanian/Valencian.

If you want to know about my projects or you want to know more about me, check my portfolio in <http://desces.com>.