

# DIEGO VILLABRILLE SECA

Navia (Asturias), Spain · +34 626 738 841

[diego.villabrille@uji.es](mailto:diego.villabrille@uji.es) · [LinkedIn Profile](#) · [Portfolio](#)

## SUMMARY

Video game programmer finishing my bachelor's degree. I focus on gameplay programming, AI techniques and virtual reality. I have used C#, C++, Kotlin, Java, C, Python, JavaScript and SQL. I have also used game engines such as Unity or Unreal Engine. My other academic interests are game studies and multidisciplinary game research in general, as well as UI and UX design.

## PROFESSIONAL EXPERIENCE

JANUARY 2022 – CURRENT

### Intern C# Developer (OpenSilver.NET)

Userware - Paris (Île-de-France), France

Full time remote internship with the following tasks:

- Migration of Silverlight applications to the OpenSilver framework (.NET Standard).
- Advanced debugging of complex applications using OpenSilver.
- Identify the origin of bugs and fix them in the low level layers of the OpenSilver framework.

NOVEMBER 2021 – CURRENT

### Collaboration scholarship from MEFP for research at GIANT-UJI research group.

Department of Computer Science and Engineering, Jaume I University - Castelló (Castellón), Spain

Collaboration scholarship funded by the Ministry of Education to research part-time in the Department of Computer Science and Engineering (ICC) from Universitat Jaume I in collaboration with GIANT-UJI.

- Further studied and researched how artificial intelligence can be applied to game solving.
- Given the conference [ASMACAG, a new multi action card game to allow for AI technique studying](#) which has been peer reviewed for the academic congress *DIGRAES21*.

MAY 2021 – JULY 2021

### Collaboration scholarship for research at GIANT-UJI research group

Department of Computer Science and Engineering, Jaume I University - Castelló (Castellón), Spain

Researched artificial intelligence evolutionary techniques applied to multi-action games in collaboration with the Research Group on Machine Learning for Smart Environments from Universitat Jaume I.

- Programmed genetic evolutionary algorithms and tested them on an existing game.
- Developed a simple but flexible additional test game from scratch.
- Performed step by step performance analysis of each algorithm.

JANUARY 2020 – APRIL 2021

### Student researcher in DiNaVi project from ITACA-UJI research group

Jaume I University - Castelló (Castellón), Spain

Collaborated on the project Videogame narratological design: a proposal of narrative creation structures, styles and elements with a post classical influence from the Research Group on Technologies Applied to Audiovisual Communication from Universitat Jaume I.

- Written the paper [The briefness of the playable instant in the virtual worlds: Spatiality and temporality in SuperHOT and SuperHOT VR](#) which has been published in a peer reviewed journal.
- Researched about the narratological structure of several video games.

## VOLUNTEER WORK

SEPTEMBER 2020 – JUNE 2021

### Student mentor at Jaume I University - Castelló (Castellón), Spain

Mentor for a group of first year students from the Video game design and development degree.

JANUARY 2020 – APRIL 2021

### **Game events staff at UJI Game Experience - Castelló (Castellón), Spain**

Participated in organizing and executing events for video game fans, students and industry professionals.

## **OTHER EXPERIENCE**

JANUARY 2018 - NOVEMBER 2019

### **Game Jams**

Participated in game jams as a programmer, in groups ranging from 2 to 7 members. Used Unity for developing 2D and 3D games. Used Unreal Engine for developing 3D games, including a VR game.

MAY 2019

### **Second place in the Strategy card game AI competition (CEC-C09) at IEEE CEC 2019**

Programmed an AI agent that was able to play Legends of Code and Magic as part of a 6 people team.

## **EDUCATION**

CURRENT

### **Video game design and development degree (90% finished)**

Jaume I University - Castelló (Castellón), Spain

Degree aimed at training video game developers with solid programming knowledge to develop video games while also including some courses on other areas of game development.

- Ernest Brea 2018/2019 Academic Excellence Award for the best academic record of class.
- Graduated with honors in 24 courses (70% of the courses taken).
- GPA of 9.25 out of 10.

JUNE 2020

### **Creative media and game technologies exchange program**

Saxion University of Applied Sciences - Enschede, The Netherlands

One semester exchange program with courses on game programming and game design. I focused in areas such as networking and evolutionary algorithms.

- GPA of 8.8 out of 10.

DECEMBER 2019

### **Digital simulation and game engineering technology exchange program**

Shawnee State University - Portsmouth (OH), USA

One semester exchange program including programming and media courses, with a focus on game engines, graphics and operating systems.

- Director's List Fall 2019 Award for achieving maximum grade on all courses during the semester.
- GPA of 4.0 out of 4.0.

## **LANGUAGES**

### **English**

Advanced level (Certificate in Advanced English from Cambridge Assessment - Pass at Grade A).

### **Spanish**

Native speaker.