



Sara Qiao Martínez Mauri

Video Game developer

I am a final-year video game development student specializing in programming with a strong interest in UI/UX design and implementation. My focus is on creating intuitive UI experiences and dynamic game systems that respond to player actions, allowing them to have a tangible impact on the virtual world.

While I have limited professional experience, I have gained valuable insights from working on various projects within diverse teams, honing my skills in project management for short to medium-term initiatives.

Contact

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Location

Tortosa, Catalonia, Spain

Education

2021-now

Video Game Design and Development

Centre de la Imatge i la Tecnologia Multimedia – CITM (UPC)

2019-2021

Technological Baccalaureate

Institut Cristòfol Despuig

Languages

Catalan - Native

Spanish - Native

English - B2

Socials

 @ISara_MM

 ISara-MM

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Projects

○ 4 months - 9 people

Twisted Tent

Turn-based RPG 2D game

The project is a tactical RPG adventure set in a Freak Show environment. It includes 2 complete dungeons with unique bosses and puzzles, and features up to 4 playable characters. The game offers a wide variety of objects and equipment, as well as a shop and forging system.

In this project, I was responsible for developing the dialogue system and most of the menus. Additionally, I contributed to creating the foundation for the combat system, ensuring a functional game loop, and addressing bug fixes.

○ 5 days - 5 people

Dreamward

Game Jam submission

This game is a 2D side-scrolling platformer boss rush, heavily inspired by the difficulty of soulslike games. Players assume the role of the guardian of dreams, tasked with defending dreams by confronting people's worst nightmares. It features 3 distinct bosses, each with unique mechanics and environments, alongside a tutorial.

While my main role was as a programmer, due to our small team size, I also contributed to designing one of the bosses and implementing the UI.

○ 4 months - 35 people

Alien Extraction

3D Alien themed Diablo-like game

Alien Extraction is a 3D action game developed in a custom-built engine from scratch. The game features 3 different levels with a final boss and includes several systems designed to improve player capabilities. Additionally, it offers 2 different endings based on player choices.

My responsibilities included developing the system for implementing various UI features within the engine and game interface. Additionally, I also designed and implemented the item system to manage all in-game items effectively.