

LOUIS TORRES TAILFER

PROGRAMMER AND GAME DESIGNER

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PROFILE

I am a programmer and game designer, specialising in Unity and C#.

French and Honduran, fluent in English, French and Spanish.

Adaptable and diligent, I am always keen to build my knowledge, share insights with colleagues and collaborate creatively.

I have worked on multiple commercially released projects, from beginning to release and post-launch support, contributing to all aspects of their codebase.

SKILLS

- C#
 - Unity
 - Flatscreen
 - VR / AR / XR
 - Adobe Photoshop
 - Adobe Audition
 - Adobe Premiere Pro
 - Trilingual
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EXPERIENCE

Lead Programmer / Unity Engineer, Saltwater Games / Maze Theory, London (March 2022 - Present)

As Lead Programmer, I worked within a smaller development team to create *Infinite Inside*, Maze Theory's first original IP and its best-reviewed game so far. I coded practically every aspect of the project, from puzzling and movement mechanics to hand-tracking and porting the game to other headsets.

Earlier, I was part of a tightly knit programming team and worked closely with other departments while implementing core features for *Peaky Blinders: The King's Ransom*, a well-received VR spin-off of the celebrated TV show.

Creative Lead, Zellige: The Tilemaker of Granada (Jan 2021 - Feb 2023)

I built and led a multi-disciplinary team to create my first commercial indie release. *Zellige* was the culmination of just over two years of work, designing and programming a relaxing and meditative mosaic-making game.

Economic journalist, AFP, London (Jun 2019 - Oct 2019)

As a journalist, I covered the petroleum & raw materials trade and UK finance.

EDUCATION

National Film and Television School - Beaconsfield - Masters in Games Design and Development

City, University of London - London - BA in Journalism (w/ exchange year at the **University of North Carolina (UNC)** in Chapel Hill, USA)