

Vicente Mediano Larenas

Software engineer specializing in game technology

Computer Engineering student and software engineer with hands-on experience in volunteer game QA, C++ rendering and UI tooling, reverse engineering, and open-source game technology. Builds dependable tools inside existing systems, from native overlays and input layers to non-destructive mod managers and patch pipelines.

Viña del Mar, Chile

vicentemediano1@gmail.com

github.com/Zorkats

Nexus Mods · Zorkats2

EXPERIENCE

PH3 GmbH · Software Developer Intern

December 2025 - February 2026

- Extended C++ tooling for signed-distance-field font generation and built an interactive preview workflow for rendering iteration.
- Designed and delivered a lightweight, reusable highlighting approach for Dear ImGui interfaces.

NIS America, Inc. · Volunteer Game Tester

September 2020 - Present

- Tested more than 30 shipped releases across multiple platforms, analyzing, reproducing, and tracking defects through to resolution.
- Verified gameplay, UI, and English localization in direct collaboration with development teams ahead of release.

SELECTED WORK

G-Diffuser

C · libultraship · Fast3D

A native PC port of F-Zero X built on a matching decompilation, with full 64DD Expansion Kit support, true widescreen, and a texture-pack modding surface.

github.com/Zorkats/G-Diffuser

FalcomBGMInfo

C++17 · DirectX 9 · DirectX 11

One C++ mod family that brings contextual music metadata to roughly twenty Falcom games across multiple engine generations.

github.com/Zorkats/FalcomBGMInfo

RPGModder

C# · .NET · Avalonia

A transactional mod manager for RPG Maker MV and MZ with recovery snapshots, automatic rollback, and structured conflict analysis.

github.com/Zorkats/RPGModder

TECHNOLOGIES

Core

C++ · C# · C · Python · JavaScript · SQL · Go

Game

Reverse engineering · DirectX 9/11 · Dear ImGui · Unity · GameMaker · Godot · BepInEx · MinHook

technology

Engineering

CMake · GitHub Actions · Cross-platform builds · REST APIs · Native input · Patching pipelines · VFS design

Tools

Git · Visual Studio · JetBrains IDEs · IDA Pro · Avalonia · .NET

EDUCATION

Computer Engineering, Pontificia Universidad Católica de Valparaíso · 2022 - Present

Languages: Spanish (native) · English (C1)