

CÉSAR ROMERO ALBERTOS

Video Game Programmer

Madrid Spain

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EXPERIENCE

Reco Technology : Lead Programmer

01/2022 - PRESENT

Worked on multiple licensed games based on popular franchises for all current day consoles (PS4, PS5, Xbox One, Xbox Series X, Nintendo Switch and PC). Also lead the development of the next original title from the company.

Mighty Penguin: Lead Programmer

01/2023 - PRESENT

Lead programming in personal project, a game with complex 3 movement and combat, mixing platforming and hack and slash.

Red Moon Workshop : Netcode and Gameplay Programmer

10/2021 - 01/2023

Worked on the implementation of Rollback Netcode for a game in development.

Good Luck Games: Gameplay Programmer

01/2021 - 09/2021

Worked on the game StoryBook Brawl prior and after its early access release and helped implement gameplay features, menus and interfaces, data management and server and cloud services related code.

EDUCATION

URJC (Universidad Rey Juan Carlos), Madrid, Spain: Degree in Video Game Design and Development

2015 - 2020

PROJECTS

VFX Timelines Editor Tool:

Worked in a university project developing and publishing a complex editor tool to work with VFX in the Unity Engine. It's available in the Unity Asset Store currently.

PERSONAL SUMMARY

Experienced programmer with a focus on planning and implementing systems while applying patterns to create versatile code and developing custom editor tools. Skilled in streamlining development processes to enable team members to concentrate on game creation rather than engine-related challenges. Well-versed in all aspects of game development, facilitating effective communication and collaboration with team members.

SKILLS

Project Management and Planning

Object oriented languages (C#, C++)

Unity Engine

Version Control Management

Requirements Analysis

Tools Development

Team Organization

LANGUAGES

English, Spanish, German