CÉSAR ROMERO ALBERTOS

Video Game Programmer

Madrid, Spain (available for remote work)
contactme@cesargame.dev
https://cesargame.dev/

EXPERIENCE

Reco Technology : *Lead Programmer*

01/2022 - PRESENT

Worked on multiple licensed games based on popular franchises for all current day consoles. I'm also leading the development of the next original title from the company. In these projects I've designed systems to manage game flow, gameplay and data management. Implemented UI, created character customization systems, implemented multiplayer, optimized game performance with addressables, implemented localization, combat and power up systems, npc and enemy systems and behaviours, and many other tasks.

Mighty Penguin: *Lead Programmer*

01/2023 - PRESENT

I'm leading the programming side in a personal project, a game with complex 3d movement and combat, mixing platforming and hack and slash gameplay. I work remotely managing programmers in different countries and languages. Among other things, I've developed complex and versatile state machine systems for player and mob movement, camera and animation management, combat handling and input handling.

Red Moon Workshop : *Netcode and Gameplay Programmer*

10/2021 - 01/2023

Worked as an independent contractor remotely on the implementation of Rollback Netcode for a multiplayer game in development, implementing p2p communication through the Steam API.

Good Luck Games: *Gameplay Programmer*

01/2021 - 09/2021

Worked on the game StoryBook Brawl as an independent contractor prior and after its early access release and helped implement gameplay features, menus and interfaces, data management and server and cloud services related code, along with many editor tools.

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.

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 creación rather than engine-related challenges. Well-versed in all aspects of game development, facilitating effective communication and collaboration with team members.

I always try to plan ahead, create tools for all problems instead of patches for each and create tools to aid my team with tasks. I try to be a sort of power up for the whole studio, helping manage everything, empowering others, making work easier and faster and always thinking how to improve.

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