# Recommendation for César Romero Albertos – Unity Senior Programming Position

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To whom it may concern,

My name is Rubén Luna de San Macario. I've been a developer in the games industry for over eight years, and two years ago, I founded my own studio to pursue original projects.

I had the pleasure of working with César Romero Albertos for nearly seven years across multiple projects, including Storybook Brawl, Shot One (now Shotone Fighters) and several unannounced titles currently in development, where César was the first person I hired. Since day one, they have been a core member of the team on any of those projects, proving exceptional productivity and outstanding problem-solving skills.

One of César's standout strengths is his ability to build powerful tools and systems that significantly accelerate development. His smart and structured planning allowed us to iterate quickly and efficiently. They are also a fast learner and an incredibly adaptable programmer. I've seen them tackle a wide range of tasks, from UI and tools to networking and more.

Any team would be lucky to have César on board. I would strongly recommend him for the Senior Unity Programmer position.

Cheers,

Rubén Luna de San Macario
Founder, MightyPenguin
Principal VFX Artist, Go Mecha Ball, Windblown
srtorubfish@gmail.com