

RUBEN CALIANDRO

Senior Unity Generalist

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[📍 Turin, Italy](#)



ABOUT ME

I am a passionate Unity developer with a 16-year background in software engineering and nearly a decade in the game industry. I enjoy building games from the inside out, bridging the gap between code, art and design through in-depth multidisciplinary knowledge of the Unity engine. I love joining forces with people across disciplines, mentoring teammates and leading production pipelines from concept design to final polish and shipping.

RELEASES

The Lonesome Guild Oct, 2025

Tiny Bull Studios - Don't Nod

A top-down single-player action-RPG. Explore, fight and solve puzzles with a colorful cast of characters to uncover a deep emotional story about loneliness.

PC / PS5 / Xbox Series X/S

Blind Sep, 2018

Tiny Bull Studios - Fellow Traveller

A narrative-driven psychological thriller. You are a blind girl trapped in a mysterious mansion. Navigate in VR using echolocation, where sounds become images, and find your escape.

Oculus Rift / HTC Vive / PSVR

SKILLS

Core

Unity, C#, HLSL, GLSL, Cg, 3D Math

Notable Frameworks & Tools

Zenject, Coherence, GameSparks, UI Toolkit, Odin Inspector

3D & Rendering Tools

URP, HDRP, Built-in RP, Amplify Shader Editor, Cinemachine, Animancer

Optimization & Other Tools

Unity Profiler, Frame Debugger, RenderDoc, Nsight Graphics, PIX, Memory Analyzer, Addressables, Asset Bundles, Git, Plastic, Perforce

Platforms

PC, PS5, PS4, Xbox Series X/S, Nintendo Switch, VR (Oculus/Vive/PSVR)

LANGUAGES

Italian - Native

English - Professional

EXPERIENCE

Senior Unity Engineer | Technical Art Director

Tiny Bull Studios - Turin, Italy Dec, 2016 – Present

Progressed from Unity Engineer and Graphics Programmer to Technical Art Director, taking ownership of software architectures, art pipelines and gameplay systems.

- Directed technical art strategy and long-term production workflows, overseeing 3D environment/character pipelines, shaders, VFX, lighting, cinematics, and more.
- Led and mentored art, engineering and design teams, bridging communication to ensure feasible, performant and high quality assets and systems.
- Actively contributed to creative direction, technical design, UI/UX design.
- Authored rendering techniques and shaders, translating artistic vision into technical implementation using URP, HDRP, BIRP, and fully custom rendering solutions.
- Implemented software architectures for a variety of games, B2B projects and prototypes, including gameplay systems, player input, in-engine character animations, camera systems, puzzles, combat, dialogue systems, in-engine environment animations, multiplayer networking, physics simulations, VR/AR experiences, CI/CD tools, web-based backend services, DevOps, and more.
- Programmed custom tools and frameworks for artists, designers, and engineers, accelerating content creation and iteration.
- Performed deep CPU/GPU/Memory profiling and optimization for PC, PS5, PS4, Xbox Series X/S, Nintendo Switch, Oculus, Vive, PSVR, and Mobile platforms.

Full-stack Web Developer

Various companies - Turin, Italy / Sunnyvale, CA, USA

Apr, 2010 – Sep, 2017

Full-stack web development building scalable applications and managing projects.

- Strong software engineering foundation with expertise in backend and frontend architectures (Node/Express, Ruby/Rails, PHP, Angular, etc).
- Management of cloud infrastructure (AWS), containerization (Docker), database systems (PostgreSQL, MySQL, MongoDB, etc), caching systems (Redis, Memcached, etc), CI/CD pipelines, and more.

EDUCATION

Master's Degree in Computer Science (Virtual Reality & Multimedia)

Università degli studi di Torino

Jan, 2013 – Oct, 2017

Score: 110/110 cum laude

Thesis: Visual Effects for Real-Time Stereoscopic Rendering

Bachelor's Degree in Computer Science (Networks)

Università degli studi di Torino

Sep, 2009 – Dec, 2012

Score: 110/110 cum laude