DIEGO RUIZ GIL

Gameplay & Tools Programmer

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I'm a game programmer specializing in Unity and C#, focused on building systems and tools that enhance workflows and gameplay. I also have experience with Unreal Engine and Godot, and adapt quickly to new technologies. Over the past year, I've been mentored by a senior developer in software architecture and TDD, strengthening my ability to write clean, scalable, and maintainable code.

EXPERIENCE

2024

UNITY PROGRAMMER | VIVA GAMES STUDIOS

Worked on the maintenance and updates of Merge Robots, a mobile game developed in Unity. Additionally, develop a playable ad to promote the game.

- Built for iOS and Android.
- Worked on monetization strategies using AppLovin.
- Cross-team collaboration, especially with marketing and QA.

EDUCATION

DEGREE IN SOFTWARE ENGENIEERING

UNIVERSITY OF SEVILLE | 2019 - 2023

MASTER IN VIDEOGAME DEVELOPMENT

UNIVERSITY OF MÁLAGA | 2023 - 2025

PROJECTS

2025

GAME - COOKIE CLICKER CLONE

Recreated core Cookie Clicker mechanics in Unity using Clean Architecture, MVC, and TDD to build a fully modular and unit-tested gameplay system.

GitHub page | itch.io page

2024

GAME - GODAI

Master's final project as Lead Programmer. Developed core gameplay, systems, and game structure in a metroidvania inspired by Hollow Knight, Blasphemous, Metroid, and Castlevania.

GitHub page | itch.io page

2024

TOOL - UNITY GLOBAL VARIABLES

Global variables system for Unity using Scriptable Objects, allowing for easy access and management of variables across scenes.

GitHub page | itch.io page

2023

GAME - TACTICS WARS

Bachelor's final project as a solo programmer. Tactics Wars is a turn-based strategy game set in a medieval world, featuring resource management, army command, and grid-based movement.

GitHub page | itch.io page

2023

TOOL - SO GAME EVENTS ARCHITECTURE

Event system for communication between objects in a Unity scene, based on the use of Scriptable Objects.

GitHub page | itch.io page

Visit my portfolio page to learn more about my projects.

SKILLS & TECHNOLOGIES

- C# and HLSL
- Experienced in Unity and Unreal Engine
- Familiar with Godot and GDScript (with prior experience in Python)
- Advanced knowledge of Git for version control
- Skilled in VR/AR development in Unity
- Exprienced in creating custom tools for Unity to improve development workflow
- Familiar with Photon networking for multiplayer features
- Knowledgeable in optimization techniques for performance and memory management
- Experienced with software achitecture, UML, design patterns, and domain dirven design
- Practical use of Test-Driven Development (TDD)
- Familiar with Agile methodologies