

Rodrigo Micó Pliego

Videogames Programmer

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Skills

I have a solid background in programming and software development, specializing in video games and mobile applications. I am proficient in languages such as **C++**, **C#**, **Python**, **Lua**, **JavaScript**, **Kotlin**, **Swift**, and **Assembly**, applying object-oriented programming principles. I have worked with engines like **Unity**, **Godot**, and **Unreal Engine (Blueprints & C++)**, developing high-performance interactive experiences. Additionally, I have experience in cross-platform development using **Android Studio** and **Xcode**, as well as version control tools such as **Git**, **GitHub**, and **Perforce**. I possess backend knowledge with Node.js and Firebase, and have worked with web technologies like **HTML5**, **CSS**, and **JSON**. I am also skilled in **SQL** databases, GUI design with **ImGui**, and data analysis using **Power BI**. I stand out for my teamwork skills, adaptability, and constant focus on software optimization and quality.

Experience

Crimson Covenant, Junior Programmer

September 2024 - July 2025, Valencia

For ten months, I was part of Crimson Covenant, a video game development team, where I took on the role of Junior Programmer for the project Inside The Crow's Nest, a survival horror game developed with Unreal Engine 5. This title, inspired by the great classics of the genre, was released for free on Steam, gaining a community of players interested in immersive, high-quality experiences.

During my time on the team, I contributed to the game's development by programming various player-related aspects such as tank-style controls, managing animations, and creating the aiming and shooting system. Additionally, I implemented interface elements and handled the integration with Steam using Steamworks. This experience strengthened my skills in Unreal Engine 5, C++, and teamwork, contributing to a survival horror game that blends classic and modern elements.

Education

ESAT - Escuela Superior de Arte y Tecnología, HND in Computing

October 2022 - July 2025, Valencia

At this university, I earned a BTEC Level 5 HND in Video Games Programming, with a focus on various programming aspects of game development. This specialization laid a strong foundation for my professional growth and future advancements in the field.

Achievements

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- I was part of the development team Crimson Covenant, with whom we successfully published the video game **Inside The Crow's Nest** on Steam.
 - Together with some colleagues, we developed the video game **Magic Defense**, which we later published on Itch-io.
 - I participated in the Valencia Global Game Jam 2024 as a member of the team The MonoBehaviours, where we created the video game **Poopy Walk**.
 - Thanks to my studies at ESAT, I significantly improved my teamwork skills.