ADRIAN SGRO

GAME PROGRAMMER

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ABOUT ME

I'm Game programmer that started outside of the game development sphere but with years of learning and a great passion for the craft i started working in games in several game programming positions. I excel in multi-disciplinary teams with my friendly demeanor and collaborative work oriented style.

COMPETENCIES AND SKILLS

- Unity development
- Multiplayer frameworks
- Version control
- Object Oriented Programming
- MVC, MVP & MVVM
- Test Driven Development

- Agile and Scrum framework
- Documentation creation skills
- Exceptional comunication skills
- Strong organizational skills
- Excellent interpersonal skills
- Problem solving mindset

EXPERIENCE

3DAR | NETWORK GAME DEVELOPER

In this position i was in charge of working on the main game of the company made with Unity up to the release of the beta into the Meta Quest Store.
After that i was part of a small team in charge of reworking the game with a custom Network framework with deterministic physics and ECS.

SUREKSU | GAME DEVELOPER

In this position i was in charge of optimizing the performance of a Unity Mobile game using several Android and Unity specific tricks reducing the requirement of the game in almost half.

DIGILEANNIALS | GAME DEVELOPER

In this position i worked as a general Unity programmer for projects of different platforms and targets, from PC games, to Mobile hypercasuals, to server authorative WebGL Games.
In this position i put in practise all my theory knowledge of programming in several multi-discipline teams leaning heavily into multiplayer games.

LANGUAGES

SPANISH | NATIVE
ENGLISH | ADVANCED (C2)
GERMAN | BASIC (A2)
FRENCH | BASIC (A2)

EDUCATION

ELECTRONIC TECHNICIAN
E.T.N°28 "Republica Francesa"
SUPERIOR GAME DEVELOPMENT TECHNICIAN
Image Campus

PORTFOLIO

WEBPAGE
https://adriansgro.com
ITCH.IO
https://owinmowe.itch.io
GITHUB
https://github.com/Owinmowe
DETAILED RESUME
Resume