

ADRIAN SGRO

GAME PROGRAMMER



+54-9-1165513619



Owinmowe@gmail.com



Caba, Buenos Aires, Argentina



linkedin.com/in/adrian-sgro/

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 communication skills
Strong organizational skills
Excellent interpersonal skills
Problem solving mindset

EXPERIENCE

3DAR | NETWORK GAME DEVELOPER | MARCH 2022 - OCTOBER 2023

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 | OCTOBER 2023 - FEBRUARY 2024

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 | FEBRUARY 2024 - JUNE 2024

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 authoritative 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](#)