



# KEVIN RODRÍGUEZ TABARES

## VIDEOGAMES PROGRAMMER

### ABOUT ME

I'm a Spanish videogame programmer looking forward to working in the industry. I'm looking for a place in a team to achieve my goals.

I am a hard-working and curious person that is always looking forward to learn more and improve my skills. During these years I've gained experience in multiple programming disciplines especially code optimization and gameplay programming, as well as different game engines such as Unity and Unreal for PC and mobile platforms.

As a passionate gameplay programmer, I have developed quite a lot of rough game prototypes that have impuled not only my programming but also my game design skills.

### EDUCATION

**2017 - 2020**

**HND IN COMPUTING AND SYSTEM DEVELOPMENT**

**ESAT (ESCUELA SUPERIOR DE ARTE Y TECNOLOGÍA)**

Within my three years studying in ESAT I have gathered knowledge from great professionals in different disciplines.

### NOTABLE WORK

#### THE HUNT - 3<sup>RD</sup> YEAR ESAT PROJECT

The Hunt is a frenetic VR First Person Shooter with melee mechanics developed by a team of 6 programmers, 5 artists and a team of musicians from Berklee College of Music.

The game was developed in Unreal Engine 4.

My main tasks were

- Player mechanic implementation: Full implementation of both shooting and melee weapons.
- Audio implementation.
- Level Design/Scripting: Designing and scripting the last level of the game.

#### KGB ENGINE - 3<sup>RD</sup> YEAR ESAT PROJECT

KGBEngine is a custom rendering engine made by me and another partner at ESAT Valencia for our HND in Computing and Systems Development.



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## SKILLS

### PROGRAMMING LANGUAGES:

C++, C, C# and ARM  
Assembler

### 3D GRAPHICS APIS:

OpenGL

### VIDEOGAME ENGINES:

Unreal Engine 4 (Experience  
with VR), Unity 3D

### TOOLS:

Visual Studio, Git, Perforce,

### LANGUAGES:

English (Proficiency)  
Spanish (Native)

The engine comes with different features:

- Task System and Draw queues
- Multithreading
- Node hierarchy
- Component oriented Nodes
- Framebuffers
- Post Processing
- Illumination and Shadows
- Lua Scripting
- Audio
- Editor
- Normal Mapping
- Vulkan Backend

### CUBE RUN

Cube Run is an arcade runner game packed with action where players have to develop their skills as they progress.

The game was developed in Unity3D and published on the App Store as part of a Publishing task for my HND.

For this project we had to make a publishable game from scratch, adding monetization and making it a minimum viable product. For that we assembled a team of three people

My main tasks where:

- UI design & implementation.
- Menu navigation implementation.
- Audio design & implementation.



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