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 impulsed 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 gathered knowledge from great professionals in different disciplines **especially code optimization and gameplay programming, as well as different game engines such as Unity and Unreal for PC and mobile platforms.**

EXPERIENCE

2021 – PRESENT
FIVECOMM

This past year I have been working on Fivecomm a 5G technology focused company that wanted to develop projects with Unity to facilitate their work in industry and office environments.

NOTABLE WORK

THE HUNT – 3RD 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.

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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 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 – 3RD 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.
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 go on.

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.