

## Kevin Rodríguez Tabares

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Software Developer & Videogame Programmer

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### About Me

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I am a software developer and videogame programmer with over 3 years of experience, mainly focused on developing applications with Unity. I specialize in code optimization, rapid feature implementation, and multitasking across various projects. Always eager to learn and continuously improve my skills.

### Technical Skills

Programming Languages: C++, C, C#, Python, ARM Assembler  
3D Graphics APIs: OpenGL  
Game Engines: Unity 3D, Unreal Engine 4, Virtual Reality (VR)  
Tools: Visual Studio, Git, Perforce  
Languages: Spanish (native), English (professional proficiency)

### Education

ESAT – Escuela Superior de Arte y Tecnología (2017 – 2020)  
HND in Computing and System Development — Graduated with Distinction

### Professional Experience

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Unity Software Developer – Fivecomm (2021 – 2025)

- Led and developed multiple Unity-based projects.
- Worked on various initiatives simultaneously using different languages (C#, JavaScript, Python).
- Collaborated with cross-functional teams and external entities.

### Key Projects

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#### Remote Robot Driving Interface:

- Developed using **TCP protocol**, integrated **real-time 360° video streaming**, **VR/AR** capabilities, and **team coordination**.

#### **5G Network Planner:**

- Network coverage calculation, **UI** development, **digital twin** building creation tool, and **3D asset** optimization.

#### **Digital Twin for Valencia's Port:**

- **Real-time vehicle tracking** application, web browser integration within Unity.

### Personal / Academic Projects

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The Hunt – VR FPS Game:

- Collaborative project with multidisciplinary team.
- Implemented player mechanics in UE4, designed the audio system, and developed level scripting.