

Ruben Severino

Game Developer/Technical Game Designer

 Samurai 1360, La Florida,
Santiago, Region
Metropolitana, Chile

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 ruben-severino-h

8+ years of experience in scalable system design and technical leadership. Specialized in robust architectures, technical design, workflow automation, and performance optimization. Experience leading multidisciplinary teams in agile environments with a focus on quality and scalability. Passionate about solving complex problems, project management, and requirements analysis.

Skills

Programming: Python, Google App Script, C#, C++

Architecture: Modular system design, Distributed systems

Game Dev: Unreal Engine | Game Mechanics | AI/NPCs

Leadership: Scrum/Agile, Code Reviews, Automation, Project Management

Soft Skills: Technical Mentoring, Requirements Analysis, Problem Solving

Work experience

Developer/Technical Designer/Technical Lead
Attmotion [Santiago, Chile]

Oct 2016 – Present

- Developed and continuously improved Solartopia, a narrative puzzle game with point-and-click movement, optimizing pathfinding with A* and designing new levels and gameplay mechanics.
- Developed an internal framework to generate interactive applications from Google Sheets (using Google App Script), reducing development time by 40% and optimizing the design team's workflow.
- Led a small multidisciplinary team in developing an interactive film in UE4, establishing code standards, technical reviews, and overall project roadmap using Agile methodologies and tools like Jira and Slack.
- Implemented an automated system for 3D scene design in commercial projects, reducing development time and enabling seamless interface manipulation by design team members.
- Designed and integrated a navigation system for a multiplatform video game, replacing the existing system and updating the environment design workflow, saving over 20 hours per week in development time.
- Developed simulators, technical demos, and conceptual designs for commercial brand activation projects.
- Analyzed and optimized multiple projects for mobile platforms, identifying and resolving performance issues and redundant code.

Developer
Octopus SpA [Santiago, Chile]

Aug 2016 – Sept 2016

- Created technical documentation for onboarding new developers.
- Development of AR applications.

Education

Software Engineering, DUOC UC, Santiago, Chile

2012 – 2016

Languages

Spanish: Native

English: I have a B2 level in reading and an A2 to B1 level in speaking.

Volunteer Experience

Unit Assistant

Asociación de Guías y Scouts de Chile, [Santiago, Chile]

Aug 2023 - Sep 2025

- Responsible for leading a scout unit of youth aged 15 to 17 years.
- Plan, guide, and coordinate activities for children and teenagers.
- Provide mentorship and support to foster personal growth and teamwork.

District Coordinator – Pioneers Section, Bellavista District

Asociación de Guías y Scouts de Chile, [Santiago, Chile]

Mar 2025 - Present

- Lead the Pioneers section, comprising youth aged 15 to 17.
- Plan and organize educational and developmental activities.
- Provide youth leadership and coordinate adult volunteer teams responsible for the Pioneers section across various groups in the Bellavista district.

Interests

- Narrative and educational video games.
- Interactive simulation / VR / EdTech.
- Narrative automation and authoring tools.
- Creative AI and technology applied to storytelling.
- Immersive experiences and playful UX design.