

Ruben Severino

Game Developer/Technical Game Designer

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I'm Ruben Severino, a Game Designer and Gameplay Developer with over 8 years of experience in the indie game industry. I specialize in technical game design, combining design thinking with hands-on implementation in Unreal Engine 4 (Blueprints) and Unity.

My strength lies in bridging the gap between design and systems. I've led the creation of gameplay mechanics, camera systems, branching narratives, interaction frameworks, and performance-optimized experiences for mobile and PC platforms. Over the years, I've evolved from prototyping AR mini-games and mobile puzzles to leading full-scale development on cinematic 3D games inspired by Detroit: Become Human.

I've worked across all stages of development — from pre-production and rapid prototyping to building playable alpha versions and balancing mechanics. I am particularly skilled at adapting workflows, designing with intent, and creating systems that are scalable, immersive, and technically sound.

Key tools: Unreal Engine 4 (Blueprints, Sequencer), Unity (AR Foundation), Figma, Photoshop, Trello, Git.

I value clean systems, narrative-driven mechanics, and thoughtful player interaction. I'm passionate about building meaningful gameplay experiences through strong technical foundations and cohesive design.

Experiencia laboral

GAME DEVELOPER & INTERACTIVE SYSTEMS DESIGNER

Attmotion [Santiago, Chile]
Present

Oct 2016 -

- 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.
- Led the digital adaptation of the board game *Granjeros*, focused on team training and capacity building.
- Designed and developed an interactive film experience in Unreal Engine 4, integrating decision systems, NPC AI, and cinematic sequences.
- Implemented an automated system to create visual novels directly from Google Sheets, requiring no programming knowledge.
- Integrated new gameplay systems in Ren'Py, including branching decisions, inventory management, and narrative cycles.
- Developed NPC AI systems, water physics, combat mechanics, and 3D level design in Unreal Engine 4.
- Utilized AI tools to generate visual and narrative content, enhancing production workflows.

Developer

Octopus SpA [Santiago, Chile]
Sept 2016

Aug , 2016 -

- Provided development support and technical assistance for software systems.
- Created and maintained internal documentation and collaborated on software development tasks.

Education

Software Engineering DUOC UC, Santiago, Chile

2012 - 2016

Skills

- | | | |
|-------------------------------------------------|---------------------|-----------------------|
| ○ Unreal Engine 4 (Blueprints, AI, Cinemáticas) | ○ Google App Script | ○ Mobile games |
| ○ Blueprints | ○ Puzzle Design | ○ System Design. |
| ○ Python (intermediate) | ○ Level design | ○ Project management. |
| | ○ Pathfinding (A*) | ○ Agile methodology. |

Idiomas

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 - Present

- 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.