## Professional Summary

I'm Ruben Severino, a **Technical Game Designer** with over 8 years of experience in the indie game industry. I specialize in bridging the gap between design and implementation, with hands-on skills in **Unreal Engine 4 (Blueprints)**, **Unity**, and **Ren'Py**.

Throughout my career, I've contributed to every stage of game development—from pre-production and prototyping to post-production—leading development workflows, designing core systems, implementing gameplay mechanics, and crafting engaging level design experiences. I'm particularly strong in **systemic design**, **interactive storytelling**, and creating gameplay that feels both meaningful and immersive.

I've worked on a wide range of projects, including augmented reality prototypes, mobile puzzle games, and cinematic narrative experiences inspired by *Detroit: Become Human*. I'm skilled at designing complex interaction flows using **functional diagrams**, and I've built narrative automation tools using **Google Sheets** to enable non-programmers to create content easily.

My goal is to create accessible, emotionally resonant game experiences built on solid technical foundations. I'm always eager to **learn, collaborate, and push creative ideas forward**.