



RUDIERI BAUER

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Published Games:

[Spades Masters](#)

[Soul Shifter](#)

[Dash & Swing](#)

[No Dead Ends](#)

[Tarneeb Masters](#)

Portfolio Links:

[LinkedIn](#)

[GitHub](#)

[Itch.io](#)

SUMMARY

Experienced Game Developer with a passion for creating captivating experiences through a fusion of creativity and programming prowess. Seeking a role where I can leverage my comprehensive skill set to contribute to the development of exceptional games. With a robust background in commercial game development, I have actively participated in all facets of the process, including gameplay mechanics, level design, sound engineering, and storytelling.

KEY SKILLS

- Design Patterns
- Unity3D
- Unreal
- Git
- Level Design
- Console Porting
- Ads Mediation
- Blueprints
- C#
- C++
- VR/AR
- Steam API
- Mobile Porting
- Optimization

WORK EXPERIENCE

- ☐ Game Programmer - Yalla Play (2021/Current)
- ☐ Game Developer - Innominatum Digital (COFounder)
- ☐ Freelance Game Development

EDUCATION

- ☐ Masters Degree in Electrical Engineering (2021)
- ☐ Graduation in Software Development (2018)