



# Alberto Sanchez

**GAME DEVELOPER** in Barcelona, Spain

## CONTACT



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[www.vosthek.com](http://www.vosthek.com)

## SKILLS

Engines: Unity, Unreal, Custom

Languages: C/C++, C#, Python, HLSL/GLSL, MaxScript

Tools: Visual\*, Git, SVN, 3DSMax, Maya, Adobe, RenderDoc, Nvidia Nsight

## LANGUAGES

Spanish: Native

Catalan: Native

English: Fluent

## EDUCATION

### Bachelor in Computer Science

Universitat Pompeu Fabra  
2011-2016

### Masters in Videogame Creation

Universitat Pompeu Fabra  
2017-2018

## PROFESSIONAL EXPERIENCE

### Co-founder & Technical Director

Baby Robot Games [2019 - 2024]

- Co-founder of Baby Robot Games, videogame studio based in Spain, developed Ereban: Shadow Legacy in collaboration with Raw Fury publishing.
- Technical direction and management of the technical team.
- Lead graphics programming (Shaders, Rendering pipeline)
- Lead, gameplay and tools programming.
- Performance & optimizations.

### Associate Professor

Universitat Oberta de Catalunya [2021 - Now]

- Tutor for undergraduate final degree videogame projects.

### Associate Professor

Universitat La Salle [2018 - 2021]

- Tools programming lecturer for Master's degree.
- Unity tools, 3DSMax & Custom Engine tools (C#, C++, Maxscript, Python).
- Definition of an asset integration pipeline using a custom engine.

### Software Engineer / Technical Artist

Mobile Media Content [2016 - 2019]

- Development of Unity3D AR/VR and desktop applications.
- Technical artist, creation of a series of tooling pipelines for 3DSMax, Unity3D and AutoCAD.
- Research and development of computer graphics algorithms to automate and improve 3D virtual environments.

### Software Engineer

Avanade [2015 - 2016]

- Dynamics AXS programmer at Avanade.
- Enterprise resource planning at greenfield project for Media Markt.

## ABOUT ME

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Passionate about videogames since childhood, specially caught by the technology behind them.

I truly enjoy graphics and engine programming, where I always try to understand the low level first to better understand the high level.

I had the opportunity to co-found Baby Robot Games, where during five years I was in charge of the technical direction of the company, developing Ereban: Shadow Legacy.

I love to share knowledge of game development, making another of my passions to teach. I've given lectures at many different institutions, and I am currently teaching at UOC University.

## PROJECTS

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### Ereban: Shadow Legacy

Baby Robot Games (2019 - 2024)

Tags: C#, Unity, HDRP, HLSL, VFXGraph

Ereban: Shadow Legacy is a fast-paced stealth platformer game where you become Ayana, the last descendant of a forgotten race. Harness mystical shadow powers, high-tech gadgets and avoid or kill to uncover the truth about your past and the key to saving a dying, morally grey universe.

### Atlas' Fate: Between Light & Darkness

Baby Robot Games (2018)

Tags: C++, DirectX, HLSL, Custom Engine

Atlas' Fate: Between Light & Darkness is a 3rd person stealth game where you take control of a stealth expert with the ability to merge with the shadows. This power allows him to move without being seen, move through walls, cushion falls or pass through obstacles.

## SIDE PROJECTS

### **Unknot Engine**

Self (2022)

Tags: DirectX, C++, HLSL,

Custom engine developed from scratch, using DirectX. The aim of the engine is to create a basic engine template with its series of own tools to keep learning and improving the bases of graphics and engine programming.

### Assault Birds

Self (2015)

Tags: DirectX, C++, HLSL,

Videogame developed in C++ from scratch using OpenGL. The aim of the project is to experiment with graphic programming, specially with shaders, creating reflections for water, shadows, water distortions and post-processing effects, among others.

### COD-ModSource

Self (2008)

Tags: C, QuakeScript

Series of Call of Duty 2 mods created in collaboration with the modder (Mitch Hubers). The mod reached top five popularity in the mod scene community.