

[Rubén Sardón]

Videogame Developer, Programmer



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About Me

Hi! I'm Rubén Sardón, an adept problem solver craving for a spot in the video game industry. I'm a full-on Bartle explorer aiming to master as many workflows and pipelines as I possibly can. Although I enjoy submerging myself into new paradigms, my field of expertise revolts around **C++**, **engines** and **graphics**.



Dec 1995



Barcelona, Spain



[Web Portfolio](#)

Studies



Videogame Design & Development Degree

at [CITM - Polytechnic University of Catalonia](#), 2021

Projects



Redeye Engine

[Github](#) [Website](#)

C++ open-source 3D Game Engine developed from scratch. Envisioned as a sandbox to indulge in game engine programming paradigms. Most prominent system contributions include deferred shading, dynamic AABB trees, particle physics and custom profiling for test-driven environments.



Alita: Unbreakable Warrior

[Website](#)

RPG action game based on Alita: Battle Angel and made using our custom C++ [JellyBit Engine](#). Enrolled as UI Designer I handled the 2d side of production encompassing HUDs and menus; together with the complementary gameplay changes these conveyed.



Square Up



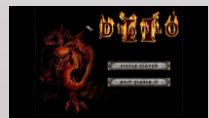
Unthrone



Link: BA



PANG



Diablo II: RoD

Skills

Programming Languages



Engines



Software/Libraries Inquired



Web Development



Data Analysis Tools



My Languages

