

[Rubén Sardón]

Videogame Developer, Programmer



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About Me

Hi! I'm Rubén Sardón, an adept problem solver procuring my spot in the video game industry. I'm a full-on Bartle explorer aiming to delve into workflows and pipelines miscellanea. Although I enjoy submerging myself into new paradigms, my main fields of expertise revolve around **C++**, **engines** and **graphics**.



Dec 1995



Barcelona, Spain



[Web Portfolio](#)

Studies



Videogame Design & Development Degree

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

Languages



Work Experience

Unity Programmer, Freelance 2022 – Present

Worked on two gymkhana-type apps made with Unity that used geolocation data to make players explore their surroundings whilst facing a range of mini-games spread throughout. Tasks included:

- Estimating, composing and presenting **modular budgets**.
- Removing dependencies from previously used external assets.
- Enhancing acquisition of geolocation information for increased reliability.
- Implementing new minigames based on supplied sketches.
- Designing and implementing:
 - **Merged layouts** supporting both deployments on a single Unity project.
 - **Scalable database** for:
 - Modifying game content without having to install a new version.
 - Saving and comparing playthroughs (*rankings*).
 - KPI analysis automation.
 - Multi-threaded database content acquisition.
 - New and different game modes.
 - User interface animations.
 - Testing panels and tools.
 - Minigames' abstraction optimizing future implementations.

Technical Skills

Programming Languages



Engines



Software/Libraries Inquired



Web Development



Data Analysis Tools

