Pablo Rodríguez Saseta

Game designer

Sevilla, Spain
25-02-1997
Phone: (34) 633 15 79 98
Email: rodriguezsaseta@gmail.com
Portfolio: https://prsaseta.github.io/
Itch: https://prsas.itch.io/

SKILLS

English (C1), Spanish (Native)

Level & system design

Programming & Software Eng.,
Godot Engine

Project management and production

EDUCATION

Universidad de Sevilla - *Degree in Software and Computer Engineering*
2015-2019

Universidad de Sevilla - *Master's Degree in Artificial Intelligence and Computational Logic*
2019-2020

PREVIOUS WORK

SOLERA - *Software Engineer* September 2022 - Today

HITOS

- Entered on the **Indie Game Maker Contest** (2015)
- Finished my first **independent game**: *Blood in the Cells* (2017)
- Honor mark in *Operating Systems*, *Design and Testing* and *Databases*, Universidad de Sevilla (2016, 2018, 2019)
- *Best game with turrets* at the **Coronavirus Game Jam** (2020)
- Article: *2D Map generation with Cellular Automata* (2020)
- Published my first **commercial game**: *The Apocalypse of You* (2021)
- Most original game on the **Game Jam Academy Game Jam** (2021)
- Entered on the **Crunchless Challenge** (2021)
- Entered on the **Spain Game Devs Jam III** (2021)
- A canceled *roguelike* on Godot Engine (2018-2021)
- Published my first **mobile game:** *999 Blocks* (2022)
- Developing a TTRPG, in active development (2022+)
- Entered on the **Godot Wild Jam** #42, #44 and #47 (2022)
- Winner of the **Gotm Jam #20** (2022)
- Finalist on the **Indie Spain Jam 2022**

HOBBIES

TTRPGs: Forever Dungeon Master

Reading

Board gaming

Critical analysis of media

Videogames

Programming