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# Pablo Rodríguez Saseta

## Game designer

Sevilla, Spain

25-02-1997

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Portfolio: <https://prsaseta.github.io/>

Itch: <https://prsas.itch.io/>

## SKILLS

**English (C1), Spanish (Native)**

Level & system design

Programming & Software Eng.

Godot Engine

Teamwork

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

## 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)

## HOBBIES

TTRPGs: Forever  
Dungeon Master

Reading

Board gaming

Critical analysis of media

Videogames

Programming