RODRIGO SANCHEZ TORRES

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WORK EXPERIENCE

Unity Developer   October 2024 – Present
Artax Games

- Develop various gameplay functionalities in C# for company projects.
- Integrate SFX into the project and facilitate communication between the audio team using FMOD and the Unity programming team.
- Implement state machines for game states and behavior trees for NPC AI.
- Ported Unity projects to consoles including Xbox Series, PS5, and Nintendo Switch.
- Implemented a real-time cutscene system that allows the design team to configure gameplay cinematics.

Unity Developer   May 2023 – August 2023
Role Productions

- Developed Augmented Reality and Virtual Reality projects, including a VR kayaking experience created with Unity and C#.
- Performed QA testing and optimized the experience for Meta Quest 2, improving performance to 60 FPS.
- Created a tool to edit in-game texts from Excel using JSON.

PERSONAL PROJECTS

Vanguard Music   May 2023 – June 2024
AI-based music composition tool for video games

- Developed a tool in Python for AI-based music composition.
- Implemented generative models using Keras and SKLearn.
- Established communication between Python and JavaScript to integrate Google Magenta models.

Separity   February 2023 – May 2023

- Developed a data-driven 3D game engine as part of a team of 8, programmed in C++ with libraries such as SDL, Ogre, and FMOD.
- Created a Lua scripting engine that allowed the creation of scripts for objects using the LuaScript library.

EDUCATION

Bachelor's Degree in Video Game Development
Complutense University of Madrid
Graduated: June 2024

REFERENCES

Guillermo Jiménez Díaz
PhD Contracted Professor
Complutense University of Madrid
gjimenez@ucm.es

SKILLS

- Driver's license
- English B2 level (Preparing for C1 exam)
- Japanese around JLPT N4 level (Preparing for N3 exam)
- Technologies: Unity, Python, C++, C#, Lua, SDL, Ogre, FMOD, TensorFlow, Keras