

RODRIGO SANCHEZ TORRES

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WORK EXPERIENCE

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#.
 - Refactored code applying software architecture principles and design patterns.
 - 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.
 - Documented the project structure and conducted research on new technologies for various projects.
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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, with a UI created using TKInter.
- Implemented generative models using Keras and SKLearn.
- Established communication between Python and JavaScript to integrate Google Magenta models.

Crazy U

April 2023 – May 2023

- Developed a 3D driving video game as part of a team of 8, using a custom engine programmed in C++ and Lua.

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.
 - Implemented the collision and physics engine using Bullet 3D.
 - Planned milestones and sprints using agile methodologies such as Scrum.
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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 (Preparing for C1)
- Japanese A1
- Technologies: Unity, Python, C++, C#, Lua, SDL, Ogre, FMOD, TensorFlow, Keras