

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.
- Integrate various assets such as animations, UI, and VFX.
- Implemented a real-time gameplay cinematic system with configurable camera transitions.

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.
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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.
- 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.
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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 (Preparing A2)
- Technologies: Unity, Python, C++, C#, Lua, SDL, Ogre, FMOD, TensorFlow, Keras