# Rubén Rodríguez Pardo

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## SUMMARY – GAME DEVELOPER

Graduated as a Multimedia Engineer, I dedicated myself to game development. I founded Frasquito Games, an independent brand under which I release my projects. I also worked at Monti Games, a third-party game development company, where I played a key role in the development of projects for two and a half years. I collaborated closely with leading companies in the industry, such as Electronic Arts, contributing to the success of the projects I was involved in.

## EXPERIENCE

**MONTI GAMES - POGO, ELECTRONIC ARTS**                    05/2021 - 08/2023

GAME DEVELOPER

I collaborated directly with the Pogo division (Electronic Arts), a web platform dedicated to serving casual video games. I was part of the engineering team exclusively focused on game development and maintenance. I also carried out general tool development tasks, such as updates to the frameworks and SDKs used

- **RISK: POGO DOMINATION**          3rd project - refactoring and performance

  We conducted a complete refactoring of the project with the aim of improving its performance and making maintenance easier. We implemented new functionalities, migrated client-side logic to the server-side, enhanced player synchronization, enabled the restoration of game states in case of abandonment, and fixed bugs.

- **YAHTZEE: WILD**          2nd project - game from scratch

  We developed this game from scratch. I was involved in various tasks throughout its development, including client and server logic and mechanics, game state restoration, matchmaking, rewards, FTUE (First-Time User Experience), performance enhancements, and bug fixes, among others.

- **SCRABBLE: CROSSWORD GAME**          1st Project - rebranding

  It involved a graphical and mechanical update of an existing game on the platform. My primary focus was to provide support, primarily on the client side. This experience helped me become familiar with the team's methodology and the frameworks used.

**FRASQUITO GAMES – INDEPENDENT PROJECTS**                01/2018 - 05/2023

GAME DEVELOPER

During this stage, I focused on the development of personal projects with the aim of honing my skills as a programmer and developer. This focus allowed me to enrich my professional portfolio. I founded my own brand, Frasquito Games, along with its corresponding [website](website), where I have shared these projects in an accessible manner.

# EDUCATION

**ALICANTE UNIVERSITY**                                                     2012 - 2017

Multimedia Engineering Degree

**HERMINIO ALMENDROS HIGH SCHOOL**                            2010 - 2012

High School Diploma in Science and Technology

# SKIILS

| FRAMEWORKS | LANGUAGES | TOOLS | SKILLS |
|---|---|---|---|
| • Cocos Creator | • JavaScript | • Git | • Native Spanish |
| • Unity | • C/C++ | • Perforce | • English Level B1 |
| • Godot | • C# | • Slack | • Teamwork |
| • PhaserJS | • HTML | • Jira | • Multidisciplinary |
| • SFML | • CSS | • Basecamp | • Adaptability |

# RELEVANT LINKS

- Personal Portfolio:                                                  [rubirp.dev](rubirp.dev)

- Personal LinkedIn:                                         [linkedin.com/in/rubirp](linkedin.com/in/rubirp)

- Contact Email:                                      [rubi_almansa@hotmail.com](mailto:rubi_almansa@hotmail.com)

- Frasquito Games Web:                                      [frasquitogames.com](frasquitogames.com)

- Frasquito Games Itch.io:                                [frasquitogames.itch.io](frasquitogames.itch.io)

- Hiring Company:                                             [montigames.com](montigames.com)

- Collaborative Platform:                                          [pogo.com](pogo.com)