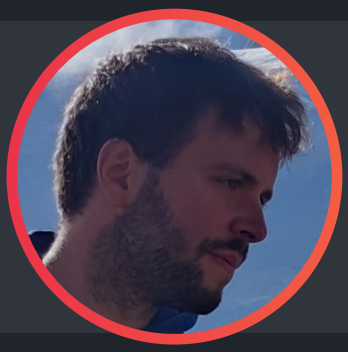

RUBÉN PINEDA

SENIOR GAME PROGRAMMER

Portfolio

ruben.pineda.dev@gmail.com

in/ruben-pineda

GAMES

AFTER US

~ Piccolo Studio - Gameplay Programmer ~

Developed core gameplay systems, including AI behaviors, dynamic terrain via Voxel Plugin, Verlet-based physics for ropes and chains, third-person camera, gameplay elements, and performance optimizations through a custom Tick Manager and GJK overlap system.

NAUGHT: EXTENDED EDITION

~ Wild Sphere - Lead Programmer ~

Implemented all gameplay systems as the sole programmer: gravity rotation mechanics, physics and movement, "Eye" puzzles, AI behaviors, level and gameplay loop setup, and cross-platform optimization for PC and consoles.

GIGANTOSAURUS: THE GAME

~ Wild Sphere - Lead Programmer ~

Built local co-op gameplay, mission and puzzle systems, and the arcade racing experience with AI, physics, and power-ups. Integrated UI, cinematics, and audio; optimized for all platforms; and created a reusable gameplay framework for future projects.

RECURRING NIGHTMARE

~ Poko Games - Lead Programmer ~

As the sole programmer, developed all gameplay systems: ledge-climbing and traversal mechanics, branching dialogue system, inventory and puzzles, third-person camera, and overall UI and state management.

MAZE OF GODS

~ Frame Over - Gameplay Programmer ~

Implemented the platforming movement engine, FSM-based AI and player control system, and interactive gameplay elements like chests, springs, and switches, ensuring fluid platforming and cohesive AI behavior.

SKILLS

C++ EXPERTISE

Templates, Variadics, Smart Pointers, Concepts, Move Semantics

UNREAL ENGINE 5

GAS, State Tree, Blueprints, AI, Editor Tools & Plugins

PROTOTYPING & OPTIMIZATION

Rapid iteration, performance profiling, memory/perf trade-offs

MATH & PHYSICS

Kinematics, Dynamics, Constraints, Collision systems

SYSTEMS & FRAMEWORKS

Reusable architectures, gameplay frameworks, automation tools

MULTIPLAYER

Local co-op, Online replication, Networked gameplay systems

CONSOLES

PS5, Xbox Series S/X, Nintendo Switch

COLLABORATION

Team leadership, mentoring juniors, close designer iteration

EDUCATION

OCT 2017 – APR 2018

MASTER IN VIDEO GAME PROGRAMMING

Universitat Oberta de Catalunya, Spain

Acquired foundational knowledge in video game engine programming, exploring graphics through GLSL and HLSL. Furthermore, applied these skills by creating games using Raylib.

SEP 2015 – SEP 2016

MASTER IN VIDEO GAME DEVELOPMENT

PrimerFrame, Spain

Beginner-oriented master's program covering essential elements of modeling, rigging, animation, and Unity 3D programming. Developed a prototype to apply and solidify these acquired skills.

SEP 2012 – SEP 2015

BACHELOR'S DEGREE IN PHYSICS

Universitat de València, Spain

I've established a strong foundation in mathematics and physics, proving invaluable in my pursuits within video game programming.