

Rodrigo Manuel Pérez Ruiz

GAME DEV || GAMEPLAY PROGRAMMER



Professional profile

Gameplay programmer focused on game **mechanics**, performance **optimization**, and **game feel**, with a strong emphasis on problem solving and continuous improvement. Currently expanding my skills in Unreal Engine C++.

Work experience

MOBILE GAMEPLAY PROGRAMMER

TellMeWow / Sandbox Group | 2022 Feb - 2025 Nov

Developed full games, analytics and monetization systems across **Android** and **iOS**, collaborated with publishers such as **VOODOO Games** and develop licensed IP games such as **The Smurfs**. Also developed **playables ads** for main ad networks through **Unity Luna/Playworks** (video and gameplay).

UNIVERSITY TEACHER

EUNEIZ University | 2025 - Today

Led and mentored teams in developing their first 3D games using **Unity** and **Unreal**, covering professional tools, game programming patterns, and project management practices.

PC AND MOBILE INDIE PROGRAMMER

First Try Studios | 2016 - Today

Programmer and **End-to-End developer** in a long-standing independent team, contributing across the full development cycle, including architecture, gameplay systems, optimization, and deployment.

- **Replanet**: Winner in the Madrid Global Game Jam 2020
- **Spoon Escape** | **Happy & Grumpy** | **Hyperflow**: Consecutive winners in the yearly UCM Gamersparty Jam
- **Sticker Jump**: Android game published on the 3rd year of college and showed off at the Guerrilla Games Festival.

SOLO PROGRAMMER PROJECTS

- **Sticker Stealer**: Winner in the *Madrid Crea* Jam 2020
- **Keep Dreaming**: Finalist in the 1st Wholesome Games Jam
- **Goblin's Almanac**: Finalist in the GDS Jam 2020
- **Froggy n' Froggen**: Finalist in the Nokia 3310 Jam 2021

Studies

VIDEOGAME DEVELOPMENT

Universidad Complutense de Madrid | 2016 - 2020

INTERNATIONAL AND SPANISH BACCALAUREATE (IB & LOMCE)

Ies Rosa Chacel (Colmenar Viejo) | 2014 - 2016
Science and Technology

Contact

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- [My personal website and portfolio](#)
- [My LinkedIn profile](#)
- [My Itch.io profile](#)
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EXPERTISE SKILLS

- **Game Development**
 - Unity 3D End-to-End development: Game programming patterns, AI, live-ops, optimization, UI, shaders, scriptables, addressables, animation...
 - Unity Playable Ads
 - Unreal Engine 5
- **Multiplayer & Networking**
 - Purrnet | Unity Networking | Photon
- **AR/VR**
 - AR (AR Foundation/Vuforia) | VR (Unity)
- **Tool & Workflow**
 - Git | Plastic SCM | GitKraken
 - Trello | Jira | Github Projets
- **Analytics and Monetization**
 - Firebase | Singular | Smartlook
- **Art**
 - Photoshop | Blender | Sony Vegas

PROGRAMMING LANGUAGES

- C# | C++ | Python | Javascript | Java
- HTML /CSS | SQL/MySQL

APTITUDES

- Goal oriented and proactivity
- Teamwork and decision making
- Communicative skills and sense of humor

LANGUAGES

- Spanish (native)
- English (C1)

HOBBIES

- Game Jams | Gamification | Playing videogames