

# 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 and monetization systems for CoolmathGames, SeniorGames and AppQuiz across Android and iOS, in collaboration with publishers such as VODOO Games and TapNation, and licensed IPs such as The Smurfs.

### UNIVERSITY INSTRUCTOR

EUNEIZ University | 2025/2026

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 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
- **Realtime online multiplayer Unannounced Project**:
  - Peer to peer architecture using Purrnet
  - Cooperative game mechanics

## 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, gameplay, live-ops, performance optimization, UI, shaders, animation...
  - Unreal Engine 5 (Blueprints)
- **Multiplayer & Networking**
  - Purrnet | Unity Networking | Photon
- **AR/VR**
  - AR (AR Foundation/Vuforia) | VR (Unity)
- **Tool & Workflow**
  - Git | Plastic SCM | GitKraken
  - Trello | Jira | Github Projects
- **Analytics and Monetization**
  - Firebase | Singular | Smartlook

## PROGRAMMING LANGUAGES

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

## 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