

Daniel Robledo

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EDUCATION

Bachelor's in Computer Science and Engineering, Minor in Computer Engineering
University Carlos III - Madrid, Spain
September 2018 - June 2022

Honor Award obtained in the final thesis

- Honor Award obtained in 1^o course programming subject

TECHNICAL SKILLS

Programming Languages

- Strong:** C++ and C#
- Soft:** Java and Python

Game Engines

- Strong:** Unity and Unreal Engine 4
- Soft:** Unreal Engine 5

Technologies

- Strong:** Blueprints, Notion, and Git
- Soft:** JIRA, Mantis, and SVN

Methodologies

- Strong:** Scrum and Test-Driven-Development
- Soft:** Waterfall

SOFT SKILLS

Proactivity: I love taking the initiative when it comes to my work. I've built my own games both in game jams and in personal projects. I also created an online course teaching people how to use Unity. And I've been creating educational content on both Twitter and YouTube for more than 15 months.

Learning: There is nothing in the world I enjoy more than improving my skills. That's why I'm fearless when facing huge code bases and new technologies. Through my work and colleague experience, I've built methodologies for myself that allowed me to learn things like Unreal Engine and C++ from scratch.

Communication: At the end of the day, every project I've participated in has involved huge team coordination effort. From game jams to my final thesis and my content creation career... all of these experiences have provided me with quite a solid foundation when it comes to my communication skills.

LANGUAGES

Spanish - Mother Tongue

English - Fluent

First Certificate of English - University of Cambridge

WORK EXPERIENCE

Pendolo Studios - Madrid, Spain

Gameplay Programmer | November 2022 – November 2024

- Designed and implemented the ControllerEvents system, including rumble, light, sound, and haptic effects, using **Unreal Engine** and **C++**. Creating an uncoupled manager that relies on a messaging system and a data pipeline which allows both designers and programmers to customize this mechanic without interfering with one another.
- Implemented a custom system using **C++** and **Blueprints** to easily replicate the throwing mechanic across multiple levels. Increasing the flexibility of the mechanic in terms of both visuals and sound while decreasing the implementation time by more than 60%.
- Built several **Blueprint** templates and **Notion** documentation to speed up processes in the level implementation workflow, such as Game Overs and Auto Saves. Centralizing the instances of the mechanics and speeding up the implementation process by 50%.

TAIGER - Madrid, Spain

Software Developer Intern | June 2021 – September 2021

- Developed and deployed 2 module customizations of the main product using **Java** and **Docker**, and created an automatization **Python** script for the process, decreasing the license consumption by 50% and reducing the development time by more than 75%.
- Led and improved the On-Boarding process for new hires, with the creation of several **JIRA** guides, and **Bash** and **Python** scripts. Reducing the process' time by more than 66%.

PERSONAL PROJECTS

Game Development

- Designed and developed "Shard Project" for my bachelor's thesis, a 2D puzzle/platforms game about programming on **Unity** in **C#**. Featuring the creation of all of the assets and code of the game.
- Participated in several game jams, featuring a roguelike-shooter and a puzzle dice-rolling game... All of these have involved teamwork, creative thinking, and expertise in **Unity** and **C#** with tight deadlines.
- Created 6 mini-games as learning projects, each one focused in one particular skill. Featuring **Unity**, **Unreal Engine**, **C#**, **C++**, level design, pixel art, AI, and puzzle design.

Content Creation

- Wrote weekly game development threads on Twitter (@dc_robledo) about game design, programming and production. Gaining over **1.850 followers** and improving my development skills on a regular basis.
- Created monthly Youtube (@daniel_robledo) videos exploring both technical and personal aspects of videogame development. Learning communicational, creative, and technical skills and sharing them with over **1.500 subscribers**.
- Created an online course about videogame development in Unity over at using **Unity**, **C#**, and the full **Adobe Suite Pack**, featuring more than 20 lessons, including a full game building process, more than 25 animated explanations, and interactive feedback.