

Daniel Robledo

+34 648 26 01 28
Madrid, Spain (Willing to relocate)
daniel.canorobledo@gmail.com

 [DCRobledo](#)
 [/danielcrobledo](#)
 [danielcrobledo.com](#)

 [@dc_robledo](#)
 [@dc_robledo](#)
 [Daniel Robledo](#)

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

TECHNICAL SKILLS

Technologies

- **Strong:** Notion, Blueprints, and Git
- **Soft:** JIRA, MySQL, and Perforce

Knowledge Areas

- **Strong:** Agile, TDD, Operations
- **Soft:** Marketing and Delivery

Game Engines

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

Programming Languages

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

SOFT SKILLS

Proactivity: I love taking the initiative when it comes to my work. All of my managers stood out my easiness to propose new ideas and solutions. I'm always learning something new, building and sharing it with other people. Not only in my job but also in my side hustle content creation business.

Organization: If you ask any of my friends if I have a problem with being too organized, they'll probably say yes. I don't fully agree with them but I see their point. I have built systems for organizing not only my work and my side hustle but also my health, time, and even relationships to some extent.

Communication: At the end of the day, every project I've participated in has involved a huge team coordination effort. From game jams to my final thesis and my content creation business... 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
• Spent +6 months living abroad, in Austria

WORK EXPERIENCE

Pendolo Studios - Madrid, Spain

Gameplay Programmer | November 2022 – November 2024

- Implemented both the CharacterViewer and the ControllerEvents mechanics using **Unreal Engine** and **C++**. Features which required full **ownership** of the technical design process, **task management** and a constant **communication** pipeline flow to manage expectations and retakes.
- Refactored the whole programming **Notion** system of the company to create a centralized HUB for all team members to use. This created a much more efficient and clear process to **manage task, documentation and operations**.
- Collaborated with the production team to build **new operations** to increase the effectiveness of the stability management of the levels, the engine's iteration for future projects and the replication of some of the main mechanics using **Notion, Mantis and Unreal Engine**.

TAIGER - Madrid, Spain

Software Developer Intern | June 2021 – September 2021

- Deployed a module customization of the main product using **Java**, adding an automatization **Python** script for the process and an **Excel** template file, 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

Content Creation

- Created content on a regular basis for +2 years. Featuring weekly **Youtube** videos, **Twitter** threads and an email **Newsletter**. Learning how to clearly communicate mental health, work-life balance and burnout management tips about game development.
- Built a business based on organic content creation. Creating operations, workflows, marketing processes, documentation and hiring two people using **Notion, Frame.io** and the full **Adobe Suit Pack**.
- 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.

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 management of the full development cycle.
- Participated in several game jams as both programmer and producer, 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.