RUBEN AGUIRRE RAMIREZ

GAME PROGRAMMER

CONTACT

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SKILLS

C++

C#

Teamwork

Tools Development

Perforce

Unity

Unreal Engine

SUMMARY

My name is Ruben Aguirre Ramirez and I'm a Game Programmer currently studying at The Game Assembly in Malmö. During this time I've learned a lot about C++ and have helped develop a custom game engine for our group projects.

My main interests lies at Engine, Tools and System development but I'm also experienced at gameplay programming.

I'm Currently searching for an Internship to be able to graduate!

EDUCATION

The Game Assembly   2023 - ON GOING
Game programmer
- Learned Unreal Engine, C++, Engine Development, Tools, Perforce, Interdisciplinary Teamwork

Ljud- och bild skolan   2020 - 2023
Game programmer
- Learned Unity, C#, Interdisciplinary Teamwork
- As the final independent project I made a procedural voxel terrain using Perlin Noise and Unity Engine

LANGUAGES

- English: Fluent
- Swedish: Fluent
- Spanish: Fluent

AWARDS

Rookie Awards, Mobile Game of the year, People's choice
- "Between life & Death" from "Cult Classic Creations". During this project I worked on multiple gameplay elements, most notably the grid-based player movement, SFX, and GUI