



RODRIGO PEREZ

VIDEO GAME PROGRAMMER

freakrho.com

ABOUT

Video game programmer with 10+ years experience in the industry. Experienced in gameplay programming, developing UI systems and game design tools.

PROFESSIONAL EXPERIENCE

Game Programmer

Pomelo Games, Montevideo, Uruguay

May 2018–Present

- Worked on the following commercial titles:
 - [Dinosaurs are people too](#)
 - [Machinal Instinct](#)
 - [Outlanders](#)
 - [Outlanders 2](#)
- Developed tools and frameworks:
 - Twitch integration
 - Unified Steam and Nintendo Switch platform integration
 - UI framework for Unity

Unity Programmer

EDU Editorial, Montevideo, Uruguay

Sep 2017–Apr 2018

- Worked on an educational app called [EDU Boki](#) to be used in schools.
- Handled user login and fetching content from a server.
- Developed touch screen minigames

Game Programmer

Ajedretec, Montevideo, Uruguay

Freelance 2018

- Worked on an educational app called [Ajedretecapp](#) with several minigames that teach different aspects of playing chess

CONTACT

Email

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LinkedIn

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EDUCATION

**Escuela de Artes Visuales A+,
Montevideo, UY | 2014–2015**

*Diploma in video game
development*

RELEVANT SKILLS

Gameplay Oriented

Programming:

- Unity
 - C#
 - UI systems design
 - ECS/DOTS
- Godot
 - GDScript
- Python
- Lua
- AS3 (Flash)

Basic Web Development

- PHP
- MySQL
- Django

Lead Programmer

Polyraptor Games, Montevideo, Uruguay

Sep 2015–Jun 2017

- Co-funder
- Developed a brawler game for Steam called [Rumpus](#)
- Developed several tools for game development, among them an Aseprite animation importer, an input system for Unity and a localization system.

Gameplay Programmer

Golden Bite Games, Montevideo, Uruguay

Freelance 2016

- Worked on an educational chess game, [Runnedrez](#) (Android 2016), published on school tablets

Gameplay Programmer

Trojan Chicken, Montevideo, Uruguay

Freelance 2016

- Worked on an educational game that teaches people to use tablets: [El cuco de las tablets](#) (Android, 2016)
- Worked with an animation studio that created all art and animations for the game

Gameplay ProgrammerBatovi Games Studio, Montevideo,
Uruguay

Aug 2015–Oct 2015

- Developed an educational game for Hyundai called [Desafío Hyundai](#).
- Developed a framework in Lua for a custom engine designed to work on low power devices.