

Rubén Rodríguez Pardo

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SUMMARY – GAME DEVELOPER

Graduated as a Multimedia Engineer, I dedicated myself to video game development. I founded Frasquito Games, an independent brand under which I publish my projects. I also worked at Monti Games and Magic Media, companies that develop video games for third parties, where I played a key role in project development for three and a half years. I collaborated closely with prominent companies in the industry, such as Electronic Arts, contributing to the success of the projects I participated in.

EXPERIENCE

MAGIC MEDIA - POGO, ELECTRONIC ARTS

12/2023 - 09/2024

TYPESCRIPT GAME DEVELOPER

I had the opportunity to work alongside a complete team of professionals in various roles (designers, artists, developers, etc.) with the goal of developing a project for the Pogo platform. Not only did I work on developing the video game, but I also worked on support tools, such as the game balancing simulator.

- **POGOS SLOTS** slots game - expansion, lobby, and improvements

First experience working with slot-type games. We expanded the video game with a new title, enhanced the lobby, improved the user experience, and broadened the content.

MONTI GAMES - POGO, ELECTRONIC ARTS

05/2021 - 08/2023

GAME DEVELOPER

I collaborated directly with the Pogo division (Electronic Arts), a web platform dedicated to serving casual video games. I was part of the engineering team exclusively focused on game development and maintenance. I also carried out general tool development tasks, such as updates to the frameworks and SDKs used

- **RISK: POGO DOMINATION** 3rd project - refactoring and performance

We conducted a complete refactoring of the project with the aim of improving its performance and making maintenance easier. We implemented new functionalities, migrated client-side logic to the server-side, enhanced player synchronization, enabled the restoration of game states in case of abandonment, and fixed bugs.

- **YAHTZEE: WILD** 2nd project - game from scratch

We developed this game from scratch. I was involved in various tasks throughout its development, including client and server logic and mechanics, game state restoration, matchmaking, rewards, FTUE (First-Time User Experience), performance enhancements, and bug fixes, among others.

- **SCRABBLE: CROSSWORD GAME** 1st project - rebranding

It involved a graphical and mechanical update of an existing game on the platform. My primary focus was to provide support, primarily on the client side. This experience helped me become familiar with the team's methodology and the frameworks used.

FRASQUITO GAMES – INDEPENDENT PROJECTS 01/2018 - 05/2023

GAME DEVELOPER

During this stage, I focused on the development of personal projects with the aim of honing my skills as a programmer and developer. This focus allowed me to enrich my professional portfolio. I founded my own brand, Frasquito Games, along with its corresponding [website](#), where I have shared these projects in an accessible manner.

EDUCATION

ALICANTE UNIVERSITY 2012 - 2017

Multimedia Engineering Degree

HERMINIO ALMENDROS HIGH SCHOOL 2010 - 2012

High School Diploma in Science and Technology

SKILLS

FRAMEWORKS

- Cocos Creator
- Unity
- Godot
- PhaserJS
- SFML

LANGUAGES

- JavaScript
- TypeScript
- C#
- C/C++
- HTML

TOOLS

- Git
- Perforce
- Slack
- Jira
- Basecamp

SKILLS

- Native Spanish
- English Level B1
- Teamwork
- Multidisciplinary
- Adaptability

RELEVANT LINKS

- Personal Portfolio: rubirp.dev
- Personal LinkedIn: linkedin.com/in/rubirp
- Contact Email: rubi_almansa@hotmail.com
- Frasquito Games Web: frasquitogames.com
- Hiring Company 1: montigames.com
- Hiring Company 2: magicmedia.studio
- Collaborative Platform: pogo.com