# **ADRIAN SGRO**

**GAME PROGRAMMER** 

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# **ABOUT ME**

I'm Game programmer that started outside of the game development sphere but with years of learning and a great passion for the craft i started working in games in several game programming positions. I excel in multi-disciplinary teams with my friendly demeanor and collaborative work oriented style.

# COMPETENCIES **AND SKILLS**

Unity development Multiplayer frameworks Version control Object Oriented Programming MVC, MVP & MVVM Test Driven Development

Agile and Scrum framework Documentation creation skills Exceptional comunication skills Strong organizational skills Excellent interpersonal skills Problem solving mindset

# **EXPERIENCE**

#### 3DAR | NETWORK GAME DEVELOPER | FEBRUARY 2024 - JUNE 2024

In this position i was in charge of working on the main game of the company made with Unity up to the release of the beta into the Meta Quest Store.

After that i was part of a small team in charge of reworking the game with a custom Network framework with deterministic physics and ECS.

### SUREKSU | GAME DEVELOPER | OCTOBER 2023 - FEBRUARY 2024

In this position i was in charge of optimizing the performance of a Unity Mobile game using several Android and Unity specific tricks reducing the requirement of the game in almost half.

## DIGILEANNIALS | GAME DEVELOPER | MARCH 2022 - OCTOBER 2023

In this position i worked as a general Unity programmer for projects of different platforms and targets, from PC games, to Mobile hypercasuals, to server authorative WebGL Games.

In this position i put in practise all my theory knowledge of programming in several multi-discipline teams leaning heavily into multiplayer games.

#### LANGUAGES

#### **EDUCATION**

#### **PORTFOLIO**

SPANISH | NATIVE **ENGLISH | ADVANCED (C2) GERMAN | BASIC (A2)** FRENCH | BASIC (A2)

#### **ELECTRONIC TECHNICIAN**

E.T.N°28 "Republica Francesa"

# SUPERIOR GAME DEVELOPMENT **TECHNICIAN**

Image Campus

#### WEBPAGE

https://adriansgro.com

ITCH.IO

https://owinmowe.itch.io

**GITHUB** 

https://github.com/Owinmowe

**DETAILED RESUME** 

Resume