

Adrian Sgro

Argentinian Game Programmer

Game programmer with experience in games for several platforms with a huge passion for his craft. Mostly a Unity developer, but with experience in several other engines and engine development in general.

Related Work Experience

- **DigiLeannials - Trainee/Junior/Ssr - (March 2022 - October 2023)**
 - **Hyper Casual Games - CrazyLabs/Mooney - Android - Unity (March 2022 - May 2022)**
 - Complete development cycle from scratch in around a month for each project.
 - Development included prototyping, asset integration, testing.
 - Fast implementation of metric SDK's permitting feedback from players interactions within a few days of development.
 - **Runseum - Runseum.io - PC - AutoRunner - Unity (May 2022 - June 2022)**
 - Developed several web based features. This included a cosmetic loading system that allowed users to use their NFT's wallet in the game.
 - Promotion from Trainee to Junior.
 - **Agite - Samot - WebGL - Brawler - Unity - (June 2022 - February 2023)**
 - Programmed the backend server authoritative connection and logic using PlayFab and Azure services.
 - Integrate the multiple inputs (Keyboard/Joystick) logic for the gameplay/UI.
 - Developed the cosmetics screen including the backend logic for cosmetics.
 - **Blasted Gnomes - Ripio - WebGL - Parabolic Shooter - Unity - (February 2023 - September 2023)**
 - Primary programmer in the project.
 - Programmed all game primary systems including network related systems.
 - Added several network related features like projectiles client prediction, client based IK logic and an asset loading confirmation system for fairer competition.
 - Improve resources consumption of the servers resources and assets by improving their stability and scalability by 100%.
 - Promotion from Junior to Ssr.
 - **Liberators Chronicles - DigiLearnnials - PC - Turn Strategy - Unity - (September 2023 - October 2023)**
 - Programmed several asset integration tools and the "Action Camera" system used for the attack between units.

- **Sureksu - Ssr - (October 2023 - January 2024)**
 - **Thrown Defender - Sureksu - Android - Clicker - Unity - (October 2023 - January 2024)**
 - Added to the project to improve performance of the project using my experience and knowledge of the Android platform. As a result, the CPU and RAM requirements of the project got reduced by almost 50%, drastically reducing the minimum requirements of the game.
- **3Dar - Senior - (February 2024 - May 2024)**
 - **Eggscap - 3Dar - VR/AR - Platformer - Unity (February 2024 - May 2024)**
 - Fix several network code structures that broke the game experience completely reaching a usable project in later iterations.
 - Was part of a small group in charge of making a huge game rework using a custom network framework that uses ECS and deterministic physics. This rework was successful and replaced the previous versions in priority being substantially more stable than the previous product.

Formal Education

- High School - **Electronic Technician** @ E.T.Nº28 “Republica Francesa” (2006 - 2011)
- Higher Education - **Superior Game Development Technician** @ Image Campus (2020 - 2023)

Languages

- **Spanish - Native**
- **English - Advanced (C2)**
- **German - Basic (A2)**
- **French - Basic (A2)**

Personal Projects

- **Game Jams (April 2020 - Present)**
 - **Ludum Dare 46 - 47 - 48 - 49 - 50 - 51 - 54 - 55**
 - **Global Game Jam 2022**
- **Unity Tools**
 - **SettingsSystem:** Tool made for auto generating and managing settings through a static instance compiled building the corresponding files and parsing the classes using C# reflection.
 - **CustomSceneSwitcher:** Tool for easily switching Unity scenes with different custom transitions and custom configurations for each, such as loading bar, minimum loading time, transition resize based on screen size and many more custom features.
 - **NetworkVoiceSystem:** Tool that uses Mirror and Unity Caress (Opus Encoding and RNNNoise for audio encoding) to provide a VOIP implementation. This tool provides logic for audio spatialization, voice channels and voice effects.

Tech Frameworks (Ordered from most to least experienced for each case)

- Common game development languages: **C# - C++ - C - Javascript**
- Common game development engines: **Unity - Unreal - Godot**
- Git with different providers (**Github, Gitlab, Bitbucket**) and different Git Tools (**GitKraken, Bash, Fork**)
- Organization Tools: **ClickUp - Jira - Trello**
- Common Game Network Frameworks: **Mirror - Photon - Custom - Fishnet - Quantum**
- Backend Services for game development: **Azure PlayFab - GameAnalytics - AWS Gamelift**
- Graphics Programming with **OpenGL**
- **Agile** Methodology
- **Scrum** Framework

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