

# RUBÉN DE LA FUENTE

## Videogames Programmer

@ ruben\_dl\_fuent@hotmail.com

+34 686 21 45 51

<https://rdelafuente.com>

## ABOUT ME

Hard worker and very motivated, wanting to participate in new projects giving the best of me and improving my skills as much as I can. Experience in the C++ and C# programming languages, and in Unity 3D and Unreal Engine 4/5 engines, in the last one developing a project in VR. Interested in the areas of AI, Gameplay and Tool programmer. Desiring to obtain all the possible experience and offer all the knowledge acquired until now.

## SKILLS

### Programming languages:

C, C++, C#, ARM, Assembler, Swift, PHP, Javascript, HTML

### Engines:

Unreal Engine 4 & 5, Unity

### Source control:

Git, Perforce

### Communication & Interpersonal:

Effective communicator. Decision-maker and problem-solver.

## LANGUAGES

English: Fluent

Spanish: Native

Galego: Native

## PROFESSIONAL EXPERIENCE

**Gamecan** Multiplayer Gameplay Programmer  
Nov. 2021 - May. 2023

- Unreal Engine 4 and 5.
- Gameplay Ability System (GAS).
- Git and Perforce.

**Deadly Burrito** Gameplay Programmer  
Sept. 2017 - Aug. 2018

- Unreal Engine 4.
- Perforce.
- Designed different gameplay aspects of the game.

## PROJECTS

**Overhospitalized** Gameplay Programmer and Game Designer

- Unity 3D.
- Git.
- Available at <https://surfskater2.itch.io/overhospitalized>

## EDUCATION

2019 BSc (Hons) in Computer Games Programming  
Teesside University

2018 Level 5 Pearson BTEC HND Diploma in Computing and  
Systems Development  
Escuela Superior de Arte y Tecnología (ESAT)

2012 Certificate of Higher Education in Development  
of Computer Applications  
IES San Clemente

## OTHER EXPERIENCE

**Balidea Consulting & Programming S.L.**  
Dec. 2013 - Jun. 2014 Web Programmer

**Iterdata Networks S.L.**  
Oct. 2012 - Dec. 2012 Web Programmer