Aythami Cabrera Rodriguez

UNITY GAMEPLAY PROGRAMMER

Details

+49 179 3527 578
aythami.cabrera@gmail.com

Links

Linkedin

Portfolio

GitHub

Hard Skills

C#

Game Architecture

Game Design Patterns

Unity Editor and Cinemachine

DoTween

Version Control

Game Design Feel

Soft Skills

Fast Learner

Focused

Collaboration & Teamwork

Interpersonal Communication

Languagues

English - Full Professional Proficiency

German - Full Professional Proficiency

Spanish – Native

Profile

I'm a Unity Gameplay Programmer that for the last two years and a half has developed 20 small games in a wide range of genres. I'm experienced in game architecture and design patterns with C#, as well as versed in level design and the editing of images and audio tracks. I also possess good teamwork and communication skills thanks to my civil engineering background.

Experience

Unity Gameplay Programmer
Team Garden, Barcelona - Remote
APRIL 2023 — HEUTE

- Implemented minimap functionality and game's final boss behaviour.
- Worked and refactored legacy code.
- Extended existing editor tools when needed.
- Implemented game content using existing editor tools.

Unity Gameplay Programmer
JANUARY 2021 — APRIL 2023

- Developed a 3D stealth-action project with Unity.
- Designed and developed 20 small games from a breadth of genres ranging from text adventure to FPS and from tower defense to railshooter including 2D, 3D and C# Windows command-line games.
- Followed over 6 lengthy online courses ranging from developing, to math, to version control.
- Read over 20 books on game programming and design. See www.outergazer.wordpress.com/readings for more information.

Education

Advanced Videogame Programming with Unity - 300 hours Bootcamp
Level Up [Game Dev Hub], Barcelona - Remote
OCTOBER 2022 — MARCH 2023

- Practicing Clean Code practices, as well as Game Programming Patterns to create maintainable and scalable architectures with C#.
- Developing knowledge on gameplay programming creating systems like weapon systems, movement states, NPC AI and more.
- Learning the development of Unity editor tools.
- Learning Unity advanced concepts like Rigging IKs, HDRP tools, Shaders, NavMesh or RealTime CSG.

Unity 3D Development - 30.5 hours
GameDev.tv - Online
2022

- Course focused on the necessary skills for developing 3D games in Unity.

Unity 2D Development - 35 hours
GameDev.tv - Online
2021

- Course teaching the essentials for developing 2D games with Unity.

Version Control and GIT - 4 hours
GameDev.tv - Online
2021

- Course focusing on beginner/intermediate knowledge on version control through git, using SourceTree and GitHub.

Math for Videogames - 13.5 hours
GameDev.tv - Online
2021

- Mathematics applied to videogames with a focus on 3D vectorial math, quaternions and more.