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📍 Alicante, Spain (Remote)

Santiago
RUBIO LABREGERE
Software Engineer / Game Developer

Technical Skills

Unity, C#, Git, Plastic, VS Code, Rider, Visual Studio, .NET core

Unreal Engine, C++, Python, Jenkins, JavaScript, HTML, CSS, Astro, JSON

SQL, Blazor, MAUI, Azure, AWS, Google Cloud, Docker, Kubernetes

Matlab, Verilog, ARM Assembly, C

Blender, Affinity Designer 2

Soft Skills

- **Team-working:** Thrive in collaborative environments like scrums, fostering positive team dynamics.
- **Problem Solving:** Excel in resolving complex issues through analytical thinking and creativity.
- **Leadership**: Direct multiple projects, leading mid-sized teams to common goals. Also served as a professional dodgeball captain (true story)
- **Communication:** Strong communicator, conveying ideas and instructions clearly within teams and to stakeholders.

Languages

English   (9/10)
French   (9/10)
Spanish   (8/10)

References

Opsive Director:
Justin Mossiman | justin@opsive.com

ZA/UM Animator:
Eduardo Rubio | erubio1212@gmail.com

Experience

Unity Developer / Tech Art (Animation)   *2022 - Present*
*ZA/UM, London, UK, **Contractor***
- Setting up cross-project development tools and pipelines used throughout the studio
- Setting up and enforcing processes and quality standards for my team
- Working on crucial gameplay and editor tech under non-discolsure agreement (NDA)

Unity Asset Store Developer   *2019 - Present*
*Opsive, North Carolina, US, **Associate***
- Started as a Contractor, but negotiated a purely royalties based associate role in 2024
- Developed the very popular **Ultimate Inventory System (UIS)** pacakge on my own
- Designed the fully modular & scalable character item system for the **Ultimate Character Controller (UCC) Version 3** package, our most complete package

Video Game Studio Director & Owner   *2018 - Present*
*Dypsloom, Alicante, Spain, **Owner***
- Founded **Dypsloom** as the channel to publish the projects I direct
- Coached students and published PC game **Potion Blast - Battle of Wizards** in 2023 on **Steam**
  Partnered with publisher **Midnight Works**, for a potential **Switch, Xbox One** and **PS4** release
- Released two packages on the Unity Asset store:
    (2019) **Dyp the Penguin**: a Free 3D character template package
    (2021) **Rhythm Timeline**: a commercially successful Rhythm Game Framework package
- Released two Android mobile games:
    (2018) **Flonkers:** a 3D turn based local multiplayer mobile game
    (2019) **Mecha Arcana:** a 2D top view action shooter mobile game
- Provide consulting on **Rig on the Fly** an Open Source rigging **Blender** Add-on
- Provide consultancy services to Unity developers around the globe

Electronic Design Automation and Software Engineer   *2017 - 2019*
*TETRIVIS LTD, BasingStoke, UK, **Contractor***
- Built a stand-alone windows program to test analogue to digital converter (ADC) performance
- Made an automated ASIC synthesiser and simulator combining multiple open source software
- Designed a digital phase locked loop (DPLL) & an automated Inductor schema generator
- Project manager on a solar panel product
- Developed and Managed Tetrivis website
- Designed a beamforming algorithm for 5G technology support in Verilog

QA Internship   *2015*
*NATURAL MOTION GAMES, OXFORD, UK, **Intern***
- Worked on **Dawn of Titan** and another ambitious pre-alpha mobile game project
- Writing test cases for future features & Reporting bugs

Education

Masters MEng Electronic and Information Engineering (2:1)   *2013 - 2017*
Imperial College London (ICL), London, United Kingdom
- Final Year Project: An F# web interface for coursework feedback
- One week **IBM** IT Architecture workshop/lecture
- Deep knowledge of the entire computing pipeline and low level systems

European Baccalaureate Diploma (First)   *2011 - 2013*
European School of Alicante (ESA), Alicante, Spain
- Graduated top of the year in Advanced Mathematics and Computer Studies

International School of Geneva   *1999 -2011*
- An international background have taught me to be more open minded