

GONZALO CASÍN BRICIO

Video Game Software Engineer

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📍 Tokyo, Japan

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SOFT SKILLS

- **Tolerance**
I have been surrounded by people with similar and different personal preferences, and I have always been able to cooperate, connect, and support them.
- **Adaptability**
After living in different cities and working for different companies, I have developed an ability to adapt to new environments and projects with a lot of ease.

SKILLS

Problem analysis

Problem-solving

OOP

Game Development

SOLID

Clean Code

Unit testing

TDD

TECH STACK

C#

Rider

Git

Unity

Notion

Jira

PlayFab

LEARNING

Modern C++

Cmake

C\|CD

Unreal Engine

LANGUAGES

Spanish:

Native

English:

Business

Japanese:

N2 (B2)

EDUCATION

Master's Degree in Video Game Development

University of Málaga

📅 2020 - 2022

📍 Málaga, Spain

Master's Degree in Physics and Mathematics, Fundamental Physics

University of Salamanca

📅 Sept 2018 - 2019

📍 Salamanca, Spain

Bachelor's Degree in Physics

University of Salamanca

📅 Sept 2014 - 2018

📍 Salamanca, Spain

ABOUT ME

I am a **Physicist** with a big love for video games who decided to become a **Software Engineer**. I have two and a half years of experience programming video games with **C#** for consoles.

I have extensive experience in **profiling**, **debugging**, and **optimizing** in several projects, which gave me the ability to quickly read and understand code written by other developers. I always strive for improving and learning new technologies; currently, I am learning Unreal Engine, C++ and good software practices.

EXPERIENCE

Video Game Porting Programmer

KLABATER S.A.

📅 Sep 2022 - March 2024

📍 Warsaw, Poland

- Six video game console ports for **Nintendo Switch**, **PS4**, **PS5**, **Xbox One** and **Xbox Series X|S**.
- **Code and quality settings optimization**; achieved to reduce 2D map generation time from ten minutes to less than one in PS5.
- **Automate repetitive tasks** such as changing building and publishing settings, building and arranging Addressables, or creating packages after building.
- **Leaderboard** using **PlayFab** for Switch, Xbox, and PlayStation.
- **Multiplayer cross-platform** between PS4 and PS5 in Heliborne.
- Implement single and **multiplayer activities** for PS5.
- **Profile and debug** for multiple platforms.

Video Game Programmer

Feel 3D

📅 Jan 2022 - June 2022

📍 Málaga, Spain

- Design code and implement modular features in Unity.
- Organize programming team.
- **Communicate and coordinate** with 3D art, animation and audio departments.

Video Game Programmer

Cooking and Publishing

📅 Nov 2021 - Sep 2022

📍 Málaga, Spain

- Video game ports for Nintendo Switch for two projects.
- Develop a game for Nintendo Switch.

Video Game Programmer

Heroes Games

📅 Dec 2021 - Feb 2022

📍 Málaga, Spain

- Develop ARCADE video game for PC in Unity
- Program and implement UI, physics, enemies, camera, room transitions, room behavior, and final boss.
- Write documentation for the use of the different features.