

ALBERTO NASARRE

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PROFESSIONAL SUMMARY

Software engineer with a strong background in backend development and system architecture, currently transitioning into the game development industry. Experienced in building scalable systems in production environments and now applying that technical depth to game programming with Unity, Unreal and C++. Passionate about gameplay mechanics, performance, and clean code. Currently developing and publishing personal game projects.

GAME DEVELOPMENT PROJECTS

Junt the Spluges

Solo Developer

2024

Unity

- Entire 2D puzzle Game made on Unity
- Implemented core gameplay systems, UI, audio, and level design.
- Clean Architecture & Scalable Code. Unit, integration, and end-to-end testing and a map editor.
- Technologies: Unity, C#, Shader Graph, Unity Tilemap, ScriptableObjects, shaders, unit testing etc
- Links: [GitHub](#) - [Portfolio](#)

Zombies Survivor

Solo Developer

2023

C++

- 3D Videogame Engine developed from scratch using C++, SDL and OpenGL.
- Implement the full gameplay loop, object pooling, custom mesh loading, shaders, lighting systems.
- Wrote modular reusable components for AI, input, and animations.
- Technologies: C++, SDL, OpenGL, GLSL for shaders.
- Links: [GitHub](#) - [Portfolio](#)

Laniakea

Collaborative project

2021

Unity

- 3D Arcade-Adventure indie game built with Unity and C#.
- Implement the full Unity project configuration and codebase, ensuring performance and maintainability.
- Acted as a bridge between technical and creative teams to ensure seamless integration.
- Technologies: Unity, C#, Shaders, IA (Pathfinding, FSM, Perception Systems, Decision Trees)
- Links: [GitHub](#) - [Portfolio](#)

TECHNICAL SKILLS

Game Development: Unity, Unreal Engine, Custom Game Engines, Shaders, Gameplay Programming, Game Architecture, Level Design, Game Design.

Programming Languages: C++, C#, Python, Java, Kotlin. Clean code and design patterns

Graphics & Performance: OpenGL, GPU Profiling, Optimization Techniques, Object Pooling.

Tools & Pipelines: Git, CI/CD, Jenkins, Perforce, Agile, Scrum, JIRA.

Infrastructure & Backend: AWS, Docker, Kubernetes, Firebase, Terraform, REST APIs.

PROFESSIONAL EXPERIENCE

eDreams ODIGEO

Backend Developer

Oct 2023 – Present

Barcelona

- Work in a cross-functional team developing scalable backend features for a high-traffic application.
- Refactored architecture and mentored junior developers.
- Applied strong debugging and problem-solving skills under pressure.
- Relevance to games: scalable systems, debugging, architecture, teamwork.

Gaddex (Startup)

Backend Developer

Oct 2021 – Oct 2023

Barcelona

- Built backend systems and infrastructure from scratch using microservices.
- Investigated new technologies and built scalable, secure APIs.
- Managed infrastructure and maintained uptime in production environments.
- Relevance to games: full-cycle project ownership, clean code, performance optimization.

Previous Technical Roles

SysAdmin / Backend Developer

2018 – 2021

Barcelona

- Positions at Vendo Services, Planisys, and Generali building and maintaining internal tools and infrastructure.
- Skills developed: Python, Django, Linux systems, MySQL, Redis, Docker.

EDUCATION

Pompeu Fabra University

Barcelona, Spain

2014 – 2020

Bachelor's Degree in Telecommunications Engineering