

# ALBERTO NASARRE

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## PROFESSIONAL SUMMARY

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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

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### **Myth of Valderit**

*Gameplay Programmer*

*2024–Present*

*Unreal Engine 5*

- First-person horror game developed in Unreal Engine 5, currently in active development and available on Steam.
- Implemented core gameplay systems including player mechanics, survival systems, enemy AI behaviors, and interaction logic.
- Designed and developed a machine learning-based system to analyze player behavior related to fear and dynamically adapt gameplay elements to the player's fear profile.
- Focused on maintainable gameplay architecture, balancing Blueprint and C++ for flexibility and performance.
- Technologies: Unreal Engine 5, C++, Behavior Analysis, Gameplay Systems, AI, Machine Learning.
- Links: [Steam](#)

### **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

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**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

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### **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

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**Pompeu Fabra University**, Barcelona, Spain  
Bachelor's Degree in Telecommunications Engineering

*2014 – 2020*