RUBEN AGUIRRE RAMIREZ

GAME PROGRAMMER

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SKILLS

Languages
- C++

Game Engines
- Unity (C#)
- Unreal Engine (Blueprints)
- Custom C++ Engines

Graphics & UI
- Vulkan
- DirectX 11
- ImGUI

Build & Tools
- CMake
- Perforce
- GitHub

Profiling & Debugging
- PIX
- RenderDoc

LANGUAGES

- English: Fluent
- Swedish: Fluent
- Spanish: Fluent

AWARDS

Rookie awards -
Between life & Death
Mobile Game of the Year, People's choice
- Contributed grid-based movement, SFX and UI.

SUMMARY

Game programmer recently graduated from The Game Assembly with hands-on experience in engine development, tools, graphics and gameplay systems. Experienced in C++ and currently developing a Custom C++ game engine on and off, using Vulkan API, with an ECS and ImGUI-based editor tooling.

EDUCATION

The Game Assembly (TGA)
Game programmer 2023 - 2026
- Developed and shipped 7 game projects as part of The Game Assembly's coursework.
- Contributed to a custom C++ engine used across the final three projects
- Built a DX11 graphics engine with PBR, IBL, deferred rendering, SSAO and skeletal animation.
- Developed systems including level importing, binary serialization, visual scripting tools and a multi-grid inventory system

Ljud- och bild skolan (LBS) 2020 - 2023
- Game development focus with courses in programming, level design and group projects.
- Final project: Procedural voxel terrain generator in Unity.

WORK EXPERIENCE

Evergreen IT AB - Game Programmer Intern
Iterum - RTS game SEP 2025 - APR 2026
- Adapted existing gameplay features for multiplayer by implementing network payloads and synchronization.
- Implemented and fixed UI functionality across the game.
- Investigated and resolved bugs across gameplay, UI and multiplayer systems

HIGHLIGHTED PROJECTS

Vulkan Game Engine - W.I.P
- Custom C++ Vulkan game engine featuring an archetype-based ECS, asset management and ImGui-based editor tooling.