

Kevin Rodríguez Tabares

Software Developer and Videogame Programmer

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About Me

I am a software developer and video game programmer with over 3 years of experience, primarily focused on developing applications using Unity. I specialize in code optimization, rapid feature implementation, and working across multiple projects simultaneously. I am always eager to learn and continuously improve my skills.

Technical Skills

Programming Languages: C++, C, C#, Python, ARM Assembly

3D Graphics APIs: OpenGL

Game Engines: Unity 3D, Unreal Engine 4

Tools: Visual Studio, Git, Perforce, Virtual Reality (VR)

Languages: Spanish (native), English (professional proficiency)

Education

ESAT – Escuela Superior de Arte y Tecnología (2017 - 2020)

HND in Computing and Systems Development - Graduated with Distinction

Professional Experience

Unity Software Developer - Fivecomm (2021 - 2025)

- Led and developed multiple Unity-based projects.
- Worked concurrently on multiple projects using various programming languages including **C#, JavaScript** and **Python**.
- Collaborated with **cross-functional teams** and external partners.

Key Projects

Remote Robot Driving Interface:

- Developed using **TCP protocol**, integrated **real-time 360º video streaming**, **VR/AR** functionalities and development **teams' coordination**.

5G Network Planner:

- Network coverage calculation, **UI** development, developed a tool for creating **digital twins** of building environments and **3D asset** optimization.

Digital Twin for the Port of Valencia:

- **Real-time vehicle tracking** application and web browser integration within Unity.

Personal / Academic Projects

The Hunt – VR FPS Game:

- Collaborative project with **multidisciplinary team**.
- Implemented **player mechanics** in UE4, designed the **audio system** and **level scripting**.