

FRANCESC SÁNCHEZ RODRIGO

Video game programmer



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[LinkedIn profile](#)



Spain

EXPERIENCE

Unreal Programmer & Porting Engineer at Catness Game Studios *Dec 2021 - Mar 2025*

- Game porting with Unreal Engine 4 and 5 to consoles (Xbox One, Xbox Series S|X, PS4, PS5, Switch, Steam Deck).
- Plugin and tool development to expand the engine base functionality: custom device profiles, mesh instancing editor tools, project analysis tools, custom blueprint nodes, async loading screen, right-click editor extensions with custom tasks, and more.
- Plugin and tool development to ease the porting process to consoles: Xbox user management, PS5 activities, Switch controller handling, and other optimization tools.

Featured games:

- Xuan Yuan Sword 7 (Switch)
 - Firegirl: Hack 'n Splash Rescue DX (Switch)
 - American Arcadia (Switch, PS4)
- (Full list on my [LinkedIn profile](#))

QA Technician at Lollipop Robot

Feb 2016 - Sep 2020

- Playtesting and Compliance testing for PC and consoles (Xbox One, PS4, Switch).
- Experience using popular bug trackers like Jira, Mantis, Bitbucket, or GitHub.

EDUCATION

Master's Degree in Video Game Programming

2020 - 2021

U-Tad (Madrid)

Graduate (Bachelor's Degree) in Video game Design and Development

2012 - 2016

Universitat Jaume I (Castellón)

SKILLS AND COMPETENCIES

- Advanced level of game programming in Unreal Engine C++.
- Intermediate level of game development in Unity.
- Advanced level of use of version control systems (Git, Perforce).
- Advanced Excel/Google Spreadsheet skills.
- Intermediate level of use of Linux systems.
- Experience with different programming and scripting languages: Java, C#, Python, and LUA.
- Knowledge of the technical requirements for publishing games on different gaming platforms.

LANGUAGES

- Spanish: Native or bilingual proficiency.
- Catalan: Native or bilingual proficiency.
- English: Professional working proficiency.

ACADEMIC PROJECTS

Ronin-Hood Sisters

Master's Degree in Video Game Programming

Tactical RPG made with Unreal Engine 4 (C++), based on Magical Girls in costumes with elemental powers and destructive abilities.

Worked programming the game world, a tool to create the maps, fog of war, save system, and the logic behind multiple UI, like the costume selection screen, the inventory and the combat GUI.

- [itch.io download page](#)

Medieval Floor

Master's Degree in Video Game Programming

Action game made with Unreal Engine 4 (C++). Cooperate locally in a group of 4 players to clear waves of increasing difficulty.

Worked programming the gameplay flow (generating enemy pools and spawning them in waves), and saving the high score to disk.

- [Check the source code](#)
- [itch.io download page](#)

Unity Zombie Killer

Master's Degree in Video Game Programming

First-person zombie survival game where you have to complete 3 different quests to win. Made with Unity (C#) in 5 days.

Worked programming the weapons, pickable items, zombies' AI, and the quest system.

- [Check the source code](#)
- [itch.io download page](#)

PERSONAL PROJECTS

Unused Node Cleaner

"Unused Node Cleaner" is a plugin for Unreal Engine that allows you to clean your blueprints from unused nodes that someone left somewhere and are still there to distract you.

- [Fab.com download page](#)

Urkaz Moon Tools

A Minecraft Java Edition mod that adds two items to check the moon phase. Its main purpose is to be used in conjunction with other mods. Written in Java.

- [Github repository](#)