

ROI
GONZÁL
EZ
CANOSA



Unity Developer, C# Programmer

CONTACT

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[Linkedin](#)

PORTFOLIO

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LANGUAGES

Spanish - Native
Galician - Native
English - Fluent

AVAILABILITY

Available from
June 2026 · Full time

EDUCATION

Bachelor's Degree
Design of Interactive
Products (English)
U-TAD · 2022-2026

Unity Developer / Gameplay, Tools, C# Programmer

EXPERIENCE

Bobrfield - Lead Programmer & Technical Architect
Personal Project (2024-2026) · 9 Person Team · In Development

Top down shooter whose protagonists are beavers with independent stress systems to mimic other players' actions. As Lead Programmer and Technical Architect, I designed the codebase structure, core gameplay systems and editor tools to support the design team.

Lingokids - Technical Level Design Intern
June 2025 - December 2025 · Disney IP

Responsible for adapting Disney games from prebuilt templates, ensuring that art, audio and new logic were integrated and delivered to production. Additionally modified existing C# scripts to implement debug tools for the Level Design team, improving workflow while ensuring no disruptions to the existing codebase.

RESEARCH

- Simulated Warfare: The Consequences of Digitizing Conflict for Consumers, Combatants and Industry (Bachelor's Thesis, 2026).

Key words: psychological fidelity, martial knowledge, knowledge transfer, war videogames, military simulation

MAIN SKILLS

- Unity Engine (3D/2D) 4 years of experience
- C# Gameplay Programming (SOLID / YAGNI / KISS principles)
- Unity Editor Tools & Scripting
- AI Leverage Workflow
- Git Version Control
- VR Development (XR)
- Multiplayer (Photon PUN)
- Technical Team Leadership

OTHER SKILLS

- Game Design (Awarded with honours in respective academic subject)
- Level Design & Technical Level Design
- Basic Node.js (custom scoreboard server for multiplayer prototype)
- Basic HTML, CSS and Java Script (applied to the self made web portfolio)
- Project management tools (Jira, Trello, Github Projects)
- Adobe Tools (Photoshop, Premiere)