PABLO BANO BENITO

Software Engineer | C# / Unity Systems | Maintainable Architecture

Spain | Remote only | EU work authorization | Immediate availability

pablo.bano.benito@gmail.com | Portfolio | LinkedIn

PROFILE

Software engineer with 4+ years of professional C#/Unity experience building maintainable systems in a production environment. Strong in modular architecture, debugging, code review, cross-functional collaboration and translating ambiguous requirements into reliable software. Open to software engineering roles in games, interactive products, tools, simulation, internal platforms and technical product teams.

TECHNICAL SKILLS

Core: C# software engineering, maintainable architecture, debugging, refactoring, code review, modular systems, production support

Languages: C#, C++, C, Lua; Python scripting and JavaScript exposure

Frameworks / Engines: Unity 6, custom C++ engine development, Unreal Engine 4 exposure

Architecture: Packages, assemblies, component-based systems, ECS exposure, resource management, event-driven workflows

Tools: Git, GitHub, GitLab, GitBucket, Jira, Atlassian, TeamCity, Miro, Trello, Slack, Teams, Rider, Visual Studio, VS Code

Additional: FMOD, OpenGL/Vulkan exposure, Dear ImGui, SoLoud, Addressables, ScriptableObjects, Prefabs

PROFESSIONAL EXPERIENCE

Software Engineer - C# / Unity Systems | **No Brakes Games - Human Fall Flat 2** | May 2022 - Sep 2025 | Steam

Professional C# development in a production environment with modular architecture, tools and cross-functional collaboration.

- Designed and implemented maintainable C# systems for gameplay, tooling, debugging and runtime behaviour in Unity 6.
- Built modular package-based architecture using assemblies, internal packages, ScriptableObjects, Prefabs and Addressables.
- Translated ambiguous production requirements into implemented, reviewable and testable software features.
- Created internal tools and debug utilities used by designers, QA and other disciplines during feature iteration and bug fixing.
- Worked with proprietary multiplayer technology, FMOD integration and physics-driven runtime systems.
- Collaborated through Git pull requests, weekly code reviews, Jira workflows and cross-functional production meetings.
- Improved code quality and runtime behaviour through refactoring, profiling-driven investigation and memory / GC optimization.
- Supported milestone stabilization by resolving production bugs, reproducing issues and communicating with stakeholders.

SELECTED TECHNICAL PROJECTS

SufferEngine - Custom C++ / OpenGL game engine | video

- Co-developed a custom game engine from scratch with a real ECS architecture, task scheduler, transform hierarchy, Lua scripting components, audio execution, resource management and custom memory structures.
- Implemented systems-level functionality across transforms, parent/child hierarchy, component lifecycle, resource loading, allocators / pools and runtime / editor integration.
- Built editor functionality with Dear ImGui, including hierarchy, inspector, component editing, shader controls, lighting toggles and audio playback controls.
- Contributed to OpenGL rendering, specifically normal mapping and lighting implementation, alongside a teammate.
- Integrated third-party libraries including GLFW, GLEW, Dear ImGui, px_sched, stb_image, SoLoud and tinyobjloader while maintaining a custom architecture.

Magoon - Unity, C#, Android turn-based roguelike | Google Play

- Contributed gameplay systems for a mobile roguelike, including enemies, collectibles, power-ups, progression and grid-based movement.

Oona the Druid's Path - Unreal Engine 4, C++, Blueprints, Perforce | Steam

- Implemented gameplay for a published 2.5D platformer, including character movement, input, jump / dash behaviour, enemies and collectibles.
- Developed enemy AI elements including behaviour trees, animation trees, perception, combat, attack and defense logic.

Vulkan PBR Demo - C++, Vulkan, shader programming | demo

- Created a physically based rendering research demo as final-year technical work, with accompanying project report and visual demo.

EDUCATION

BSc (Hons) Computer Science for Games | Sheffield Hallam University | First Class Honours | 2021
Higher National Diploma (HND) in Computing - Video Games Programming | ESAT | 2017 - 2020

LANGUAGES

Spanish: Native | English: Full professional proficiency