

PS C:\Users> pablo

pablo-cardoso v7.4

PABLO

CARDOSO



Unreal Engine Developer · AI Product Builder
7+ yrs · Blueprints & C++ · AI-assisted
Montevideo, UY · Remote

Currently

Lead Programmer @ **Montraluz** · Founder & Freelancer @ **Pacard Games**

Highlights

+ **Dreamcore** | IGF 2026 Nuovo Honorable Mention & Latinx Game Awards winner

+ **VERXUS** | tournament platform, ~3,000 organic users, built & shipped solo

+ 7+ years shipping Unreal Engine games and AI-powered products end to end

Run Get-Experience below for the full work history.

ai_toolkit

> AI-assisted development

Claude Code · agentic workflows

> Prompt & context engineering

> Structured spec / rules-doc authoring

> AI feature integration

chat · retrieval · generation

> AI-driven rapid prototyping

engineering

> Unreal Engine

Blueprints & C++

> Gameplay · UI · MetaSounds · VR

> Perforce · Git

> Firebase

Firestore · realtime

> Tauri · Electron

desktop apps

> Game & level design · optimization

education

Senpai Academy

Unreal Engine · Game Design

Brother School

Creative Copywriting · Art Design

languages

English

advanced

Spanish

native

contact

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mail stronxyo@gmail.com

dscd stronxyo

loc Montevideo, UY · Remote

PS> Get-Experience

Lead Programmer

Montraluz | 2023 - Present

Lead gameplay, UI, and systems on **Dreamcore** - IGF 2026 Nuovo Honorable Mention and Latinx Game Awards winner. Designed player-interaction mechanics and dynamic world events, and shipped the final chapter.

Freelance Unreal Developer

Pacard Games | 2019 - Present

Shipped titles including **Mortarmen** and **Peak53**. Deliver gameplay, UI, MetaSounds, VR, and optimization across remote UE5 projects for studios and indie teams.

Game Designer

5th Cell | 2022 - 2023

Built interactive scenarios and branching dialogue, scripted gameplay logic in Blueprints, managed event data, and contributed to peer-reviewed builds across multiple titles.

Unreal Engine Instructor

Senpai Academy | 2022 - 2023

Taught Unreal Engine to aspiring developers - designed coaching material and mentored on Blueprint workflows, game-feel, and shipping discipline.

Gameplay Programmer

Worlds | 2021 - 2022

Implemented responsive gameplay mechanics and UI on remote Unreal projects, focused on game feel, performance, and optimization.

PS> Get-Products // solo, built with AI

VERXUS

verxus.gg

Tournament platform. ~**3,000 organic users**, 5 formats, real-time Firebase sync. Built & shipped solo.

Stasheer

Windows · Tauri

Desktop AI prompt & context manager. Built solo with AI.